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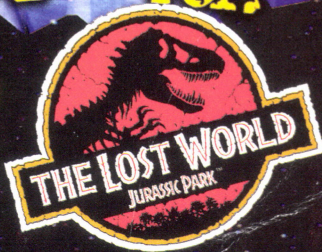
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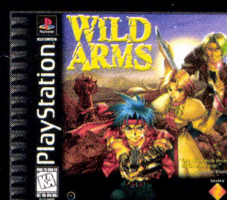


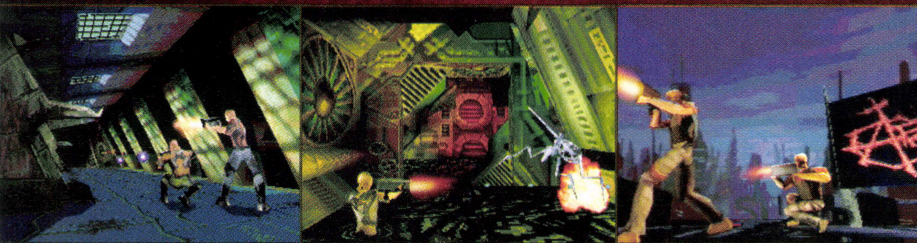
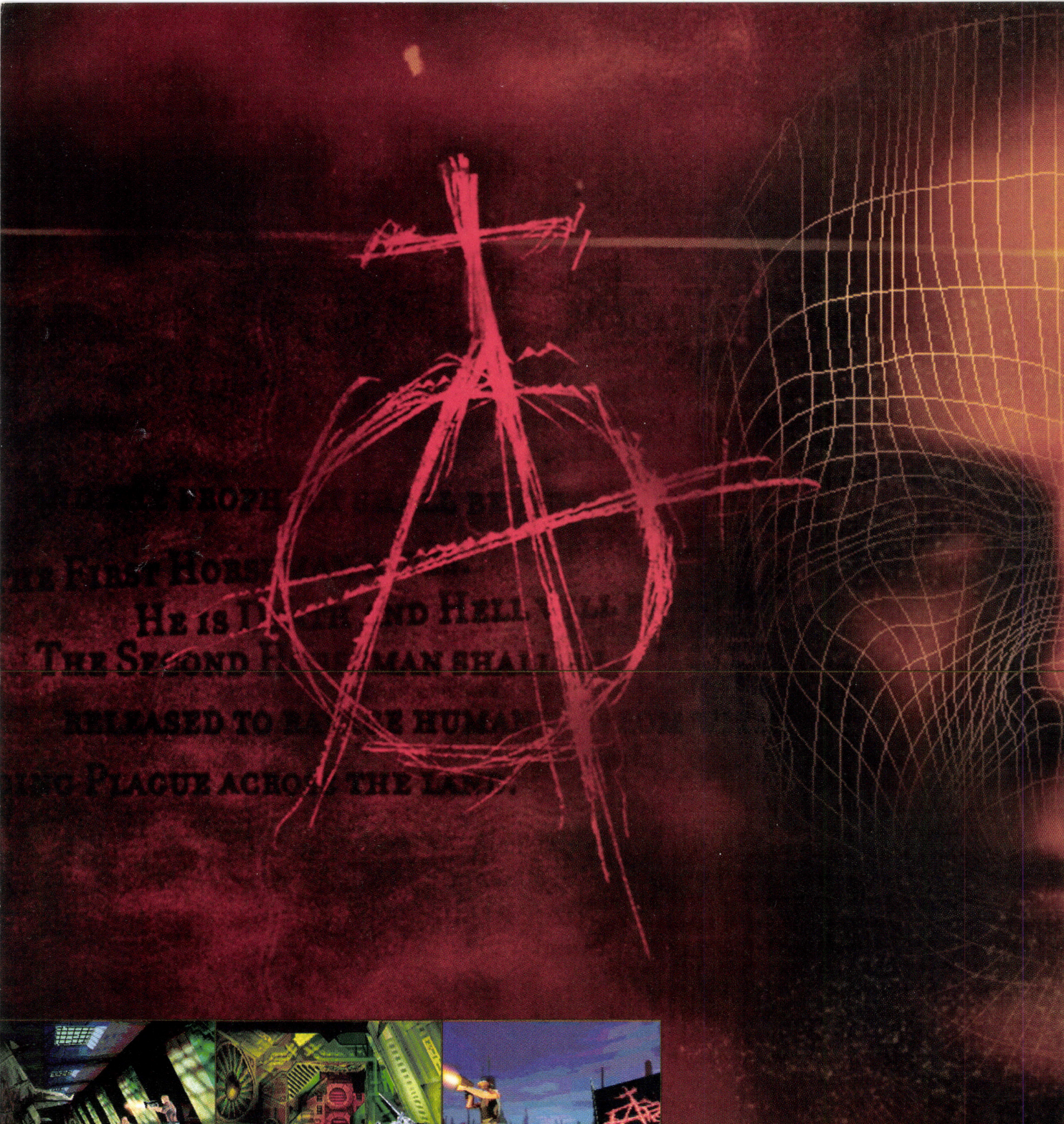
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Thou shalt kill

APOCALYPSE™

The end begins this Fall.

EGM²

July, 1997

Number 3.11

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Happy Third Birthday!

This July 19 marks the third year since the launch of *EGM*. What started out as an almost bi-weekly companion to its sister publication, *Electronic Gaming Monthly*, has emerged as its own distinct entity. Over the course of the last three years, *EGM* has gone a long way in redefining its content and position in the industry.

Back then, the hottest news and most exclusive info were the bread and butter for *EGM*. Everyone raced to the newsstands (or their mailboxes if they were really on the ball) to get the latest scoop, FIRST! It was this trend that spawned the very creation of *EGM* to meet the needs of the ever-growing 16-Bit market. The plan was very simple: Each of the two magazines would hit every two weeks to keep the readers more informed than any single source. In addition, a different spin was placed on *EGM*—it covered more “alternative” gaming (at least back then) like arcade, international and strategy. This “complement” worked well for quite some time, but as each magazine grew, the two almost competed for info, and some would dare say confused people as to which one to buy in order to get the best info. The fact was both magazines had the best info but each with a different edge. Still, the namesake was strong and the magazines prospered. However, the name brand proved almost too strong and confusion still arose as to the difference between the two publications.

Even before its creation, I was heavily involved with the design of *EGM*. Many ideas were born, tested and died before the final first issue hit the stands on that hot July day. During the initial process, I always pushed for more of the “alternative” gaming aspects, like arcade and international, since they were what drew me into console gaming in the first place. Also, I was an avid gaming addict and constantly touted the virtues of strategy and tricks. From the first issue, when I served as managing editor, to my present-day standing as EIC, I strive to make the magazine the best it can be and to focus on the areas I believed gamers (like myself) wanted and needed to read.

Three years later the industry and *EGM* are much more evolved animals. When I took over as editor in chief, I helped *EGM* realize its full potential and continued to separate and define it from its sister publication. Not long after, *EGM* became almost exclusively a strategy and tricks magazine that was no longer caught up in the “news” race but focused more on supporting and assisting the readership in the enjoyment of gaming. It was this philosophy that finally lead the two sister publications to different paths: *EGM* remained the undisputed leader in news and exclusive info while *EGM* became the magazine to support, instruct and expound upon video gaming.

However, even today there are still many people both in the industry and scanning over newsstands who don't see the two publications separately. The *EGM* name is strong, perhaps too strong for people to realize the two publications are quite different. However, where they differ in mode of coverage, they remain the same in the high-quality material that they produce and the combined staffs that form a tight part of the Ziff-Davis Video Game Group. Many have asked about the changes and the differences, and I want to set the record straight: *EGM* and *EGM* are two separate publications, each with its own editor, staff and focus. Although they share a common name, the only other thing they truly share is their commitment to doing the best publication in their field.

So on its third birthday, I like to turn the tables and give everyone else the present. My “gift” to both the reader and the gaming industry is my commitment, passion and determination to continue to have the magazine grow and serve the readership. This publication will not try to copy trends or become complacent—it will expand to meet the needs of the gamer (no matter what system or style of gaming). As an avid gamer myself, there are many avenues (such as pinball) that get very little attention yet remain a fun aspect of electronic gaming. Thus it is my intention to continue the progress of *EGM*'s coverage to give you the real gamer's edge!



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First previews in print in *EGM* and the best hands-on coverage in *EGM*

BY HOWARD “SHOW ME DON'T TELL ME” GROSSMAN
EDITOR IN CHIEF EGM2@ZD.COM

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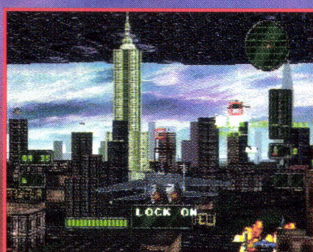
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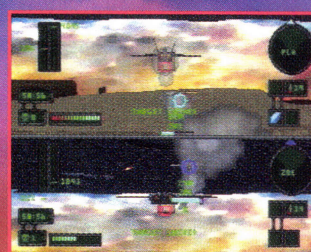
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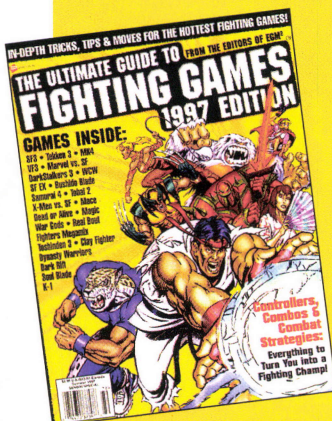


PLAY WITH THE BEST!

This spring, **EGM** & **EGM** have three very special **mags** available for a **limited time** only on the newsstands!

SPORTS VIDEO GAMES

Tired of helplessly watching the other team make all the big plays? Want to know which sports games you should even bother playing? **EGM**'s guide will satisfy all of your sports gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the hottest sports games.

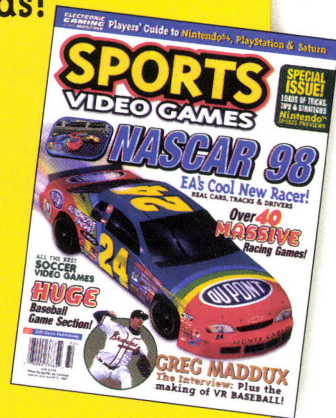


THE ULTIMATE GUIDE TO FIGHTING GAMES 1997 EDITION

Get your hands on **EGM**'s new book on the coolest fighting games released in the past year, including killer new titles like Street Fighter III: New Generation, Tekken 3 and Virtua Fighter 3! You'll be the one dealing out the trash talk after you delve into our exclusive training sessions for your favorite fighters.

ELECTRONIC GAMING MONTHLY'S PLAYER'S GUIDE TO VIDEO GAMES FOR THE NINTENDO 64

Craving for more info on the hottest video game system ever released? If so, **EGM**'s new N64 guide is for you! Everything you've ever wanted to know about the N64 is right here, with reviews of every N64 game available, previews of over 20 hot new games, a huge tips and tricks section and best of all—strategy guides for all of your favorite games, including the awesome Star Fox 64!



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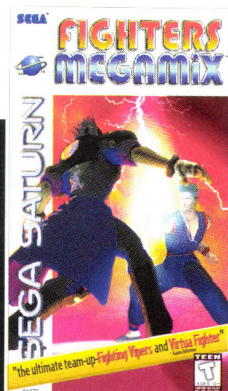
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tricks



32 need for speed 2

Racing just got weirder! Now you can select the camera angle you want to play in.



40 soviet strike

If it's goodies you desire, then it's goodies you'll get, like extra lives and extra weapon power.



42 tobal 2

Supersize or shrink yourself with this neat trick. Also, play as the Boss.



38 doom

Are your foes just a bit too difficult in the Saturn version? Enter in a quick invincibility fix.

30

trick of the month

Enter in a Cheat Mode that will allow you to pick a level and destroy the baddies with one shot!



out star fox your enemies

Fox McCloud and crew are back—this time on the Nintendo 64. However, in this installment the levels are zanier, the enemies are more foreboding and the action is lightning-fast. This is all the more reason to study this issue's strategy guide. We show you how to get out of certain tight situations, who to protect and who to zap out of the universe. The coverage starts on [PAGE 72](#).

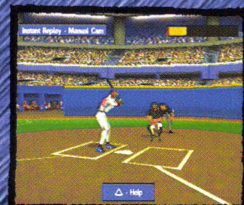
"After defeating the real Andross, you find your father who will lead you to safety."



special feature

fix the game

Not only does *ECM*² have the best sports strategy guides around, we now offer a variety of top sports tricks for your favorite sports video games! The action begins on [PAGE 30](#).



strategies

role-playing game madness

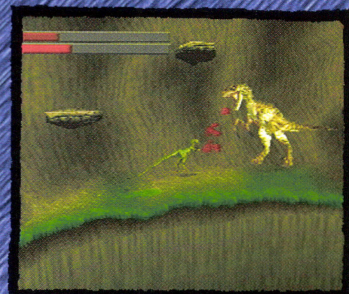
Although Final Fantasy VII is still a while from being released, there are numerous RPGs with plenty of action, puzzles, detailed story lines and great graphics to tide you over. *ECM*² has gone RPG crazy this issue with guides on four of the coolest games that are out. The guide on Shining the Holy Ark will delight fans. As well, the coverage continues with the second installments of Albert Odyssey, Harvest Moon and Wild Arms. The RPGs start on [PAGE 46](#).

"Radoria is not the main Boss/bad guy..." (Albert Odyssey)

you won't get lost...

...in the sequel to Jurassic Park if you follow our guide carefully. Whether you play as a human or a blood-thirsty dinosaur, we have both versions in this guide. As well, we show gamers what to do and when to run when facing certain dilemmas or foes in The Lost World. You definitely don't want to miss out on this extremely helpful strategy guide. Because if you do, you could end up extinct! Check out the info on [PAGE 96](#).

"There are some enemies that even a Raptor would be wise to avoid."



alternative gaming lifestyle

Nowadays gaming just doesn't mean consoles or arcades. *ECM*² highlights a few alternatives, such as the fast-paced action of Lazer Tag, raising a virtua pet and racking up a high score on a pinball machine. As well, many console games are crossing over to PC and vice-versa. Find out which games make the move easily without a lot of changes, especially the new action game MDK which will be on the PC and the Sony PlayStation. The scoop starts on [PAGE 108](#).

"MDK will be just as good on the PC as it is on the PlayStation."



46



108

96

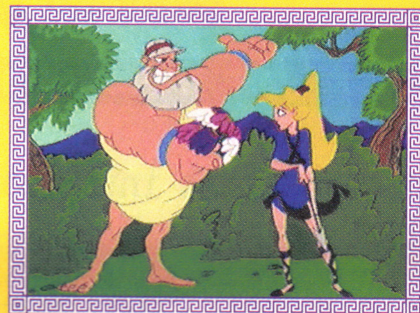
**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





◀ In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) ➡



In *Herc's Adventures*, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF

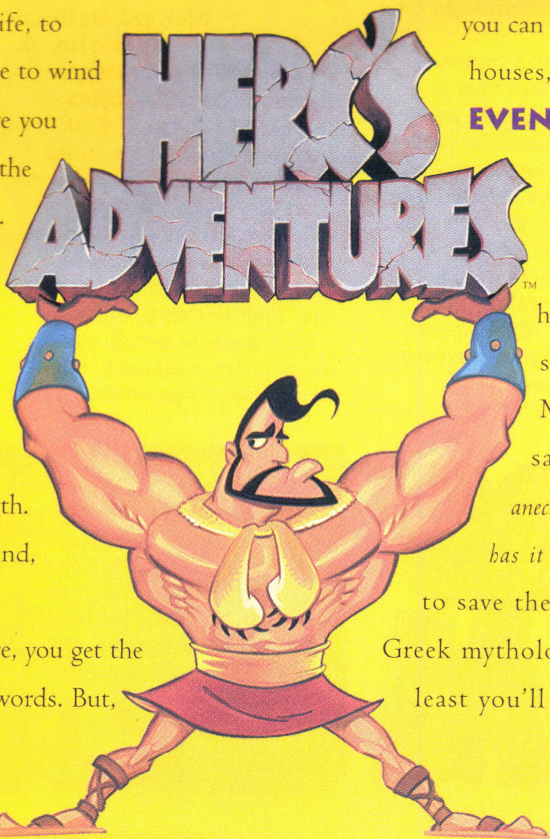
CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers:

Hercules possesses super strength.

Atlanta has lightning speed. And,

Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies:

The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says "Challenging bosses, humorous anecdotes, and gigantic landscapes - *Herc's*

has it all." In the end, it's up to you

to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



◀ So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops ➡ has a huge appetite for destruction. Not to mention beautiful warriors.



<http://www.lucasarts.com>

INTERFACE

Strategy Talk

LETTER OF THE MONTH

Do game companies intentionally make bad games?

Dear EGM²,

I've thought about this question for a while, so now I'll ask: Why do gaming companies create "bad" games? That may sound pretty stupid at first, but it's really not.

Gaming companies should know what the buyers want. Each genre has its own standards to be considered good, and yet many games fall short. It seems that the companies would rather put out bad, ill-thought games in order to save money and time than to put out good games.

Of course, there will always

be great games out there (Tekken 2, Dragonforce, Final Fantasy III, etc.), and those games can be considered top-notch.

I would think a company would rather take time to produce an in-depth, well-thought, fun game for gamers. Although a little money and time need to be invested into such things, in the long run, the gamers will be happy, and the company would produce more sales.

The amount of bad games produced practically exceeds the good games, in my

opinion. I choose my games carefully (FFIII, Mario Kart 64, Mario 64, Chrono Trigger, etc.), because I would not want to buy some slipshod, terrible game that some company didn't take any time to make.

Hey, I would think if you guys made a game, I would buy it instantly, hands-own (that is, if you knew how to program one).

But there will always be bad games out there, so I guess all you can do is avoid them and get what you think is a good game.

**Richard Mathias
Naperville, IL**

I don't think game companies try to go out of their way to create a bad game. That would be foolish. Companies try to do the best they can with what they have. The game might be less than par because of a number of reasons like budget, the system's capabilities, time restraints, etc.

Also, because certain genres are popular, a company might have to have a game out

quickly just so they can say that they have something in that genre as well. For example, if Company A has a fighting game then Company B needs to have a fighting game out as well so they won't be left out.

It is important that gamers research a game before they buy it, even if it is made by a big-name company or might have a popular mascot in it. With prices being the way they are, EGM² has always stressed renting the game first, reading the reviews or playing a buddy's copy before making a \$50+ plunge with a less-than-fantastic game.

Truthfully, there probably always will be some "bad" games, but on a brighter note, there will always be some superb games as well as some good ones too!



Richard won an InterAct Control Pad for the N64, PlayStation or Saturn!

GAMERS' FORUM

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the

toughest strategy questions plaguing the gaming world.

As always, write to us at:

EGM² Gamers' Forum
1920 Highland Ave. Suite 222
Lombard, IL 60148

Remember to include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

LETTER OF THE MONTH Contest Rules:

- No Purchase Necessary:** To enter, send your letter to "Interface Letters to the Editor", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at EGM2Mail@ed.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of EGM². Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
- Prizes:** One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," 1920 HIGHLAND AVE., SUITE 222, LOMBARD, IL 60148.
- Eligibility:** Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.
- Winners' List:** For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List", 1920 Highland Ave., Suite 222, Lombard, IL 60148. Requests for winners lists must be received by the 15th day of next month following the on-sale date.
- Sponsors:** This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories, Inc. ©1997 Ziff-Davis Inc. All rights reserved. Printed in USA.

**Send your
high scores
to...**

HIGH SCORES

Here's your last chance to be a part of High Scores and even win a prize! (We'll tell you when we've finally got the winners. Gotta love the hype.) Remember, you must send in a pic to verify your claim. Here are the scores to beat!

SHADOWS OF THE EMPIRE

0:3:29: Hoth on normal

Tetris Attack

33,860 Hard Mode

Puzzle Fighter

0325860

DKC-3

0:3:19 beat it w/103%

Baku Baku

75145

EGM² High Scores

**1920 Highland Ave. #222
Lombard, IL 60148**

Dirty pictures

Dear EGM²,

I am writing this letter in response to Stephanie MacLennan's letter (April issue). She complained about some of the letter art being demeaning to women. So, being a letter art fan AND a supporter of Women's Rights, I flipped through the March issue and found Tito Matos' picture. To my surprise, I wasn't offended at all. In fact, the drawing was quite a good interpretation of the characters that he portrayed.

Stephanie, I support your cause and I applaud your convictions, but you need to pick your battles a little better. These pictures just represent the games that are out there. Sorry to say this, but there are few—if any—positive role models in the video game world. I see that you DIDN'T complain about the totally naked rear view of Lara Croft (EGM² #34, Tricks of the Trade), or the fact that the creators of MK3 went directly to Playboy to find a

model for Sonya Blade. Even a strong female character like Samus Aran (from the Metroid series) strips to her underwear if you beat the game in enough



time. Sadly, the only woman who can hold her own is Princess Toadstool in Super Mario Bros. 2 (8-Bit) and in Mario Kart. Although, even she needs to

be rescued by a hero in the rest of the Super Mario series.

In conclusion, Stephanie, I'd like to say: Keep fighting! This time, though, fight the battles that really count. Fight the game companies, fight the media but please, let the artists continue to practice their craft. There are too few really good artists and way too many cleavage-bearing damsels in distress.

Laura Smith
Belleville, IL

Thanks for the letter, Laura. We still would like to hear from anyone else who has an opinion regarding this matter—especially what Tito has to say about his drawing pictured above.

Raiding Italy

Dear EGM²,

I've heard a rumor that there's going to be a Tomb Raider 2 where Lara is going to be in Italy. Is this true?

Jessica MacEachem
Harrietta, MI

Well Jessica, our Indiana Jane will be adventuring all over the



Ms. Croft might find herself battling on Venice's watery streets.

world, but we have heard that she will be in Venice. We've heard rumors that she could be appearing on the Titanic.

Hopefully, Tomb Raider 2 will be out at the end of this year. We'll have more info on this game in later issues!

High Scores!

Dear EGM²,

I have beaten Shadows of the Empire's Skyhook Battle in two seconds faster than the computer. My time was 5:49 and the fastest is 5:51. I would like to submit this to your magazine.

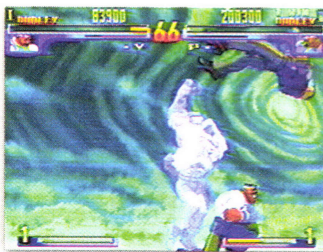
Graham Trainer
Fort Worth, Texas

Thanks Graham, but for anyone who wants to submit this to High Scores, we need a picture or video tape as proof. So, grab a picture and send it in.

SFIII...stinks

Dear EGM²,

I have come to the conclusion that SFIII is no good. The only thing it has going for it is the great Japanimation graphics. How sorry of a



Is the only difference between certain characters just a name?

sequel can you think up?

It's not bad because they didn't bring back all of the characters. But if they did bring back the right amount of characters, it would be more of SFIII rather than a copy.

The story does not fit right. What happened to M.Bison? Does he now have a niche playing table tennis? I suppose Sagat is now a cable guys. Ken and Ryu are the two main story characters but Sagat and M.Bison are two of the main characters too.

And I think the idea of

What If?

OK, here's another chance to let your creativity really shine! Send your "What ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Kenny G was one of the zombies in Resident Evil 2?
...the "Have a Nice Day" face in Marian means "Go to Disco Hell for All I Care?"

...Highlander was a game called Highlander High?

Juan Carlos Jimenez III
Haverstraw, NY

...Batman & Robin became the #1 Most Watched movie of 1997? (Yeah, right!)

Tae Woohg
Hicksville, NY

...Michael Jordan won an Oscar for Space Jam?

...Tonya Harding was a hidden character in MK4?

...they named her Leadpipe?

...Mortal Kombat sucked?

...War Gods was good?

C.A.
Chicago, IL

...Turok never had a license to hunt anything?

...an off-road game was put on-road?

...Lei Wulong was Jackie Chan's long-lost brother?

...Sheeva had deformed arms?

...there was such a thing as four-dimensional gaming?

Drew Sonetriot
Rockville, MD

...aliens on the planet Saturn played with PlayStations?

...Mario and Sonic switched games?

...Sonic showed up in Terminal Velocity?

...Spinal had a bone to pick with Tusk?

Benjamin Smith
South Africa

...video game characters had to use the washroom?

...your toys came alive at night and played your video games?

Christopher Cruz
Ontario, Canada

Trash Talk

Dish out some of your best intimidating and taunting comments (no swearing!).

- The Nintendo 64 kicks butt...unfortunately, it's yours.
- I'm just better than you.
- There are two types of gamers: me, the winner and you, the loser.

Austin Abbamonte
Superior, CO

- Must I use only one button to gain an ounce of competition?
- Your knowledge of gameplay is that of a politician!
- My divinity surpasses your inferior skills!
- Your gaming skills are laughable!

Jamel Paul
Brooklyn, NY

having a bunch of new people is great but I mean come up with something original! They are all the same idea:

Necro/Dhalism, Alex/Guild, Dudley/Balrog, Yun/Vega, Yang/Feilong, Ibuki/ Chun-Li, Oro/Sagat and Sean/Ken.

COME ON, Capcom! Let's see some original ideas. Although Oro is mostly new, I still think the king of fighting games should come up with something better!

GoKu

Houston, Texas

Ouch! What do all you SF fans think? Do you feel that SFIII lives up to the hype or are you just as disappointed?

Those guides only...

Dear EGM²,

What issue(s) contained strategy guides for Suikoden and Vandal Hearts (Part 1)?

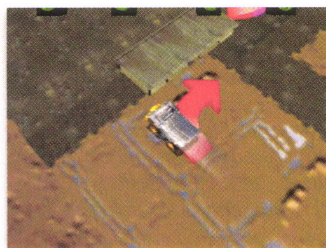
Alexander Estacion
via Internet

*Vandal Hearts is in issue #33, and Suikoden is in issue #32. If anyone would like to know how to order a back issue of EGM², please write to:
EGM² Back Issue Inquiry
1920 Highland Ave. Ste. 222
Lombard, IL 60148*

Cheater

Dear EGM²,

Could you tell me some cheats



Having troubles in Blast Corps? Code Wizard has the solution.

for Blast Corps?

Michael Crutchett
St. Aurora, IL

If you turn to this issue's Tricks of the Trade section, you'll notice that we have a code for Blast Corps.

As always, stay tuned here for more in-depth tricks and tips!

C&C codes

Dear EGM²,

Please send me Command & Conquer codes for the PS.

Sheldon Brice
Colorado Spring, CO

I need Command & Conquer codes for the PlayStation...

Stuart Anderson
Cypress, Texas

I am hooked on Command & Conquer, so I am in desperate need of some codes for the PlayStation version. Can you help me?

R. Allen
Saudi Arabia

If you turn to the Tricks of the Trade section in EGM² #36, you can enter in a code for a

password to different levels. Here are a few of the levels:

To access the covert missions, enter the password: COVERTOPS. (This works for both NOD and GDI disks.)

To access levels within the NOD mission disk enter:

Level 2: C99FAXKW8

Level 6: 8PHIMR53W

Level 9: 874LCPUT4

Level 11: 0X3UKOP94

Level 13: SZPO9VDS8



Travel to different levels with a touch of a few buttons...

OK, sport

Dear EGM²,

Hi. I am a big-time sports video game freak. I really think that your past guides on sports games have been



You'll have no trouble with Code Wizard's sports tips.

cool. However, how about adding a separate section to Tricks of the Trade? It would make locating them a lot easier. Thanks. You guys are great!

Chuck Brown
Chicago, IL

Well Chuck, we are one step ahead of you. In this issue, you'll notice that we have a separate column for the coolest sports games tricks.

Confidential to John Ayoub of Dedham, MA: Code Wizard tried out your Luigi code for Mario 64 and it doesn't work. He is also pretty sure that Luigi is NOT in the game even as a hidden character.

EGM² Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*



Robert Stimpson
Meriden, CT



Jeff Hua
Hacienda Hts., CA



Richard Diaz
Depedo, Guam



Marlon Cobos
Houston, Texas



Ben Shao
Clarendon Hills, IL

winner



Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own

unique touch. Send your letter art submission to: EGM² Letter Art, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. (Note: Entries submitted on anything other than a #10 envelope will be disqualified.)

Yancy Jones of Worl, Mass., won an ASCII Specialized Control Pad for the PlayStation.

* Or at least get you in the magazine and win a controller from ASCII (First Prize Only)!

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SOME KILL FOR GLORY.
YOU KILL FOR **POWER.**

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EUROCOM
ENTERTAINMENT SOFTWARE



The biggest video game show of the year kicks off in Atlanta on June 19 (check out the preliminary list from *EGM* for just some of the massive games). To cover this pinnacle of gaming, the *EGM* family is teaming up to deliver the fastest, most in-depth and accurate info running across all our divisions. First, check out the action as it unfolds right from the floor of E³ with the VideoGameSpot. Web site at WWW.E3news.com. Then check the August issue of *EGM* for the first and hottest look at all the games from E³. Finally, check with *EGM* for the most in-depth and real hands-on experience you can get without being there! This deadly trio is set to take on the biggest show in the U.S. and *EGM*/*EGM* VideoGameSpot are up to the challenge.



PRELIMINARY GAME LIST OF E³

- **ACCLAIM**
Batman & Robin **PS**
Extreme G **N64**
Fantastic Four **PS**
Forsaken **PS**
- **ACCOLADE**
J. Nicklaus Golf **PS**
Test Drive 4 **PS**
HardBall 6 **PS**
- **ACTIVISION**
Apocalypse **PS**
Grand Tour '98 **PS**
Hexen 2 **PS**
Pitfall **PS**
- **ASC**
Colliderz **PS**
Motor Sports 2 **PS**
One **PS**
TNB Bass Tourn. **PS**
- **ASCI**
Aqua Prophecy **PS**
Carm Shot **PS**
Clock Tower **PS**
Ogre Battle **PS**
Virtual Skiing **PS**
- **BANDAI**
Dragonball GT **PS**
- **BMG INTERACTIVE**
Courier Crises **PS/Sat**
Major League Soccer **PS**
Monkey Boy **PS**
Moto Racer Gold **PS**
Silicon Valley **N64**
SpecOps **PS**
Tanktics **PS**
- **CAPCOM**
Breath of Fire 3 **PS**
Dark Stalkers 3 **PS/Sat**
D&D Coll. **PS/Sat**
Mega Man X 4 **Sat**
Resident Evil 2 **PS/Sat**
Super SF II Coll. **PS/Sat**
- **ACCLAIM**
Batman & Robin **PS**
Extreme G **N64**
Fantastic Four **PS**
Forsaken **PS**
- **CRISTAL DYNAMICS**
GeX: ETC **PS**
Akui the Heartless **PS**
Pandemonium! 2 **PS**
- **DREAMWORKS**
Lost World **PS**
Skull Monkeys **PS**
- **ELECTRONIC ARTS**
Madden 98 **PS**
NASCAR 98 **PS**
NBA 98 **PS**
NCAA FB 98 **PS**
NHL 98 **PS**
Nuclear Strike **PS**
ReBoot **PS**
Warcraft 2 **PS/Sat**
- **EIDOS**
Deathtrap Dungeon **PS**
Fighting Force **PS**
Lunatic **PS**
Ninja **PS/Sat**
Tomb Raider 2 **PS/Sat**
- **FOX INTERACT.**
Aliens/Predator **PS/Sat**
CROC **PS/Sat**
- **GAMETEK**
Jeopardy! **N64**
Robotech **N64**
Wheel of Fortune **N64**
- **GT INTERACTIVE**
BugRiders **PS**
Duke Nukem **N64/PS**
Abe's Oddysee **PS**
Rebel Moon **PS**
Youngblood **PS**
- **HASBRO**
Battleship **PS**
Beast Wars **PS**
- **HUDSON**
Bomberman 64 **N64**
Dual Heroes **N64**
- **INTERPLAY**
Carnageddon **PS**
Raze **PS**
SWIV **PS**
VR Football **PS**
Wild 9's **PS/Sat**
- **JALECO**
Dream Knight **PS**
- **KALISTO ENT.**
Nightmare Creatures **PS**
- **KEMCO**
Top Gear Rally **N64**
- **KOEI**
Majhong **N64**
R. Chaos **PS**
- **KONAMI**
Bottom of the Ninth '97 **PS**
Castlevania **N64/PS**
In The Zone '98 **PS**
Intl. Superstar Soccer 64 **N64**
Metal Gear **N64**
NBA In the Zone **N64**
Poy Poy **PS**
- **LUCASARTS**
Star Wars: Masters of Teras Kasi **PS**
- **MCQ/RIVER**
Aerofighter Assault **N64**
- **MGM INTERACTIVE**
Machine Hunter **PS**
Maximum Gauge **PS**
Return Fire 2 **PS**
- **MIDWAY**
Bio Freaks **N64/PS**
Gretzky '98 **N64/PS**
Mace **PS**
Maximum Force **PS**
MK Mythologies **N64/PS**
Rampage **PS**
Robotron 64 **N64**
San Francisco Rush **N64/PS**
- **MINDSCAPE**
Super FB Champ **PS**
Supersonic Racers 2 **XS**
Warhammer 2 **PS**
WarWind Megatac **PS**
- **NAMCO**
Ace Combat 2 **PS**
Namco Vol. 4 **PS**
Namco Vol. 5 **PS**
Time Crises **PS**
Treasures of the Deep **PS**
- **NINTENDO**
Body Harvest **N64**
Buggie Boogie **N64**
DKC 64 **N64**
Earthbound 64 **N64**
GoldenEye **N64**
Ken Griffey BB 64 **N64**
Legend of Zelda 64 **N64**
Tetrisphere **N64**
- **OCEAN**
Mission: Impossible **N64**
Multi-Racing Champ **N64**
V Rally **PS**
- **PLAYMATES**
MDK **PS**
Soldiers of Fortune **PS**
- **PSYGNOSIS**
Colony Wars **PS**
Discworld 2 **PS**
Formula 1 '97 **PS**
- **READYSOFT**
Jersey Devil **PS**
- **SEGA**
Bomberman **Sat**
Duke Nukem 3D **Sat**
Enemy Zero **Sat**
Last Bronx **Sat**
Lost World: **Sat/Gen**
NBA Action '98 **Sat**
NHL Hockey '98 **Sat**
Panzer Saga **Sat**
Quake **Sat**
Sky Target **Sat**
Sonic Jam **Sat**
Sonic R **Sat**
World Series Baseball '98 **Sat**
Worldwide Soccer '98 **Sat**
- **SINGLETRAC**
Critical Depth **PS**
- **SIR TECH**
Excalibur 2555 A.D. **PS**
Joe Blow **PS**
Wreckin' Crew **PS**
- **SONY COMP. ENT.**
Armored Core **PS**
Blasto **PS**
Bushido Blade **PS**
Crash 2 **PS**
Final Fantasy VII **PS**
Legion **PS**
MLB '98 **PS**
NBA Shoot Out '98 **PS**
NCAA FB '98 **PS**
NFL GameDay '98 **PS**
NHL FaceOff '98 **PS**
PaRappa the Rapper **PS**
Spawn **PS**
Steel Reign **PS**
Syn **PS**
- **SUNSOFT**
Riven **PS/Sat**
- **TECMAGIK**
Deadly Honor **N64/PS**
- **TECMO**
Dead or Alive **PS/Sat**
Gallup Racer **PS**
Monster Rancher **PS**
Tecmo Super Bowl **PS/Sat**
- **T'HQ**
Bravo Air Force **PS**
Dark Half **PS**
Dead Unity **PS**
Disney's Timon & Pumba **SNES**
Ghost in the Shell **PS**
Krazy Ivan **Sat**
Madden NFL '98 **SNES/Gen**
NBA Live '98 **SNES/Genesis**
NHL '98 **SNES/Genesis**
Ray Tracers **PS**
Speed Tribes **PS**
Vs. **PS**
WCW Nitro **N64/PS**
X2 **PS**
- **TITUS**
Lamborghini 64 **N64**
Quest for Camelot **N64**
Superman **N64**
- **UBI SOFT**
F-1 Pole Position **N64**
Tonic Trouble **N64**
- **VIRGIN**
Freakboy **N64**
Hell Racer **PS**
NHL Powerplay '98 **PS**
Slaughter & Mutilation **PS**
- **WORKING DESIGNS/SPAZ**
RayStorm **PS**
Lunar Silver Star **Sat**
Magic Knight **Sat**
Ray Earth **Sat**

ELECTRONIC GAMING MONTHLY

Be sure to catch the first info in print from *EGM* and then the best follow-up with hands-on gaming from us at *EGM*!

EGM²

Q&A

Here it is, the monthly feedback column where we (or you) pose a specific question and everyone writes his or her views. Let's get REAL!

From EGM #35: When a new system is released, is it more important to have a small number of high-quality games showing the system's potential or should there be a lot of games available, even if many of them are mediocre?

A system should have a lot of games, so the customer has a wide selection of games to choose from. If a system only has one or two games at its launch, it won't sell.

For example, if the system only comes out with a hockey game, only hockey fans will buy it when it launches. If a system launches with a wide variety of games, then more people will be attracted to the system.

After the system is released with a lot of games, then they can work on the few games that really show what the system can do!

Patrick Hanson
Chula Vista, CA

I think that when people put the systems and games on display (i.e., commercials), they should show all the qualities the system will have in the future. When I buy a system, I see what

kind of games they will have for me to play right away. If one system has more games coming out that I want to play, I get that one.

Kinney Neal
Castalia, NC

I'd rather see a game company come out with few high-quality games rather than low-grade games. When you have a few high-quality games, you will play those more than low-quality games.

Dennis Clark
Granite City, IL

I feel that it would be better for the consumer to have only a few games

showing what the system can do. I own both a PS and an N64. I found it easier to choose good games for the N64 than the PS because even though N64 only had 11 titles out they have yet to release a bad game!

Matt Quintavalle
Philadelphia, PA

THE NEXT Q&A Question:

If you could create a video game, what type of game would you make? Also, why would you think your game would sell?

**WITH
PLAYER STRIKES,
FREE AGENCY,
AND CONTRACT
DISPUTES,
JUST HOW BRIGHT
IS THE FUTURE
OF SPORTS?**

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Forget today's big egos and endorsements. In the future, athletes will be fighting over just one thing: this bright, glowing Plasmorb. **Introducing**



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Glide along in your Rotofoil as you battle for control of the elusive, glowing Plasmorb.

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PlayStation that's part hockey, part racing, and part insanity. It's an

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Have a ball

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Players compete for the Plasmorb.

Which is sort of like a ball. Except that it totally disregards the laws of gravity.

You can't kick it, dunk it, or catch it.

So how do you control it? Jump into

PRETTY BRIGHT.

your hovering Rotofoil, grab onto the Plasmorb, and blaze it into your opponent's goal.

You're not alone. Of course, your opponent is trying to do the same thing. And, that's when all the fun begins.

The competition will be fierce, fast-paced, and frenetic. Whether you compete alone, in single-player mode, or in two-player mode via split-screen. But, however you play, you're in for the most action you've ever had. In this galaxy, or any other. **BallBlazer**

Champions. With anti-gravity arenas, blazing thrusters, cloaking devices and nitroid injection systems, it's the way sports will be played in the future. So, you better start practicing now.



You shoot, you score! You'll taste the thrill of victory as you launch the winning goal.

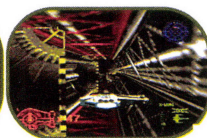
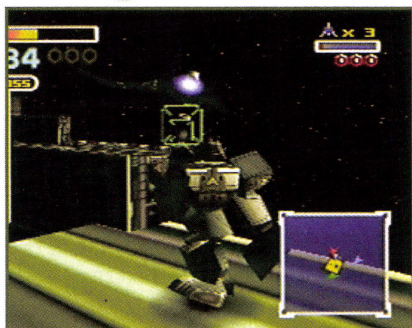


Earn the title of Master Blazer, and you'll bask in the glory of piloting the Ultimate Rotofoil.



<http://www.lucasarts.com>

Reader's Top Fives



Sky Bohannon Fort Payne, AL

1. Resident Evil
2. Mario Kart 64
3. Metal Slug
4. Fighting Vipers
5. Need For Speed

Alex Berner Alberta, Canada

1. Star Wars: SotE
2. Doom 64
3. Turok: DH
4. Blast Corps
5. Tomb Raider

Dan Miller via Internet

1. Star Fox 64
2. Mario Kart 64
3. Doom 64
4. Turok: DH
5. Blast Corps

Top 10 Japanese Games

1. Total 2
PS
2. Kakyusen
SS
3. Pocket Monster
GB
4. Star Fox 64
N64
5. Castlevania: SotN
PS
6. Gudam
SS
7. PaRappa The Rapper
PS
8. I.Q.: Intelligent Cube
PS
9. Tokyo Highway Battle
PS
10. Parlor Pro Pachinko
PS



Console Games

1. Wild Arms
SCEA
2. Star Fox 64
Nintendo
3. Blast Corps
Nintendo
4. Mega Man 8
Capcom
5. Dynasty Warriors
Koei
6. Int'l Superstar Soccer
Konami
7. Mario Kart 64
Nintendo
8. Street Fighter Alpha 2
Capcom
9. Tetris Attack
Nintendo
10. Tekken 2
Namco



Editors' Top Fives

Howard "That's Just My Game" Grossman

1. Tekken 3
2. Castlevania: SotN
3. Interstate 76
4. Star Fox 64
5. Giga Pets

Andy "Worship Me" Baran

1. Lazer Quest
2. Q-Zar
3. Castlevania: SotN
4. Star Fox 64
5. Harvest Moon

Tim "Stone Soul Gas Man" Davis

1. Castlevania: SotN
2. Rage Racer
3. W. Gretzky's 3D Hockey
4. Marvel Superheroes
5. RayStorm

Jason "It's Too Much Effort" Streetz

1. Harvest Moon
2. Tetris Attack
3. Doom 64
4. Lunar 2
5. Paradoxia

Dave "Aw, Damnit" Ruchala

1. Warcraft 2
2. Albert Odyssey
3. Iron Storm
4. Dragonforce
5. Wild Arms

Scott "Just Do It" Augustyn

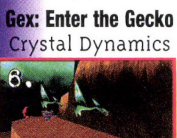
1. Wild Arms
2. Blast Corps
3. Iron Storm
4. Dragonforce
5. Tomb Raider



TOP 10 MOST-ANTICIPATED GAMES OF E3



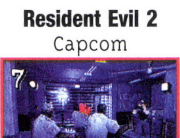
Final Fantasy VII
Square



Gex: Enter the Gecko
Crystal Dynamics



Castlevania
Konami



Resident Evil 2
Capcom



Breath of Fire III
Capcom



Beast Wars
Hasbro Int.



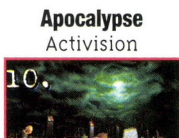
Star Wars: MoTK
LucasArts



Spawn
Sony Comp Ent.



Tomb Raider 2
Eidos



Apocalypse
Activision

Arcade Games

1. Tekken 3
Namco
2. Golden Tee '97
Incred. Tech
3. Police Trainer
P&P Mktg./ICE
4. Golden Tee 3D Golf +
Incred. Tech
5. Street Fighter 3
Capcom
6. Raiden Fighters
Fabtek
7. 19XX
Capcom
8. X-Men vs. Street Fighter
Capcom
9. Golden Axe: The Duel
Sega
10. Viper
Fabtek



Courtesy of Replay Magazine, June 1997

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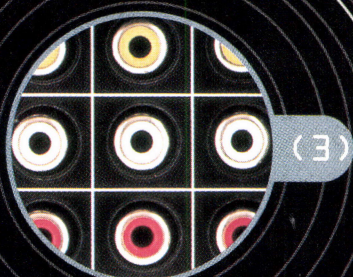
> > power > >



2
enhanced video graphics

graphics

multiple



(E)

multiple game system hook-ups

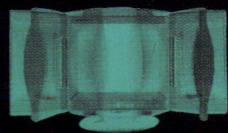
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If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: tricks@zd.com and be sure to include your name, address, city, state and zip. Or you can use the postal service and mail your tricks to:

Tricks of the Trade
1920 Highland Avenue Suite 222
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Contests like this are only found in the Best Video Game Mag, EGM²!

Contest Rules:
1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at: egmtricks@mcs.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by July 20, 1997. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sponsors reserve the right to cancel the contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries must be printed in EGM² and/or EGM, however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$69.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize award) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (a) Uniqueness (25%), (b) Novelty (25%), (c) Accuracy (25%), and (d) Originality (25%). Judging to be held on or about July 25, 1997. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians must sign an affidavit of eligibility/release of liability/price acceptance within 5 days of receipt of prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories, and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade" Winners List, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners list must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories, Inc. ©1997 Ziff-Davis Inc. All Rights Reserved. Printed in USA.

trick of the month

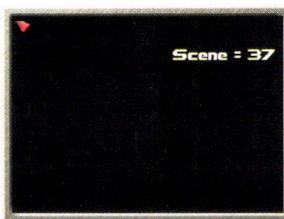
WING COMMANDER IV

System **PlayStation** Publisher **Origin**



At the Wing Commander Copyright Screen, enter the code.

Here's a great little code that will grant you a level select before you even begin the game! You will also be able to use a "cheat kill," which allows you to kill any ship by pressing a combination of buttons! To access this Cheat Mode, enter the code: **Up, Down, Down, Up, R2** at the Wing Commander Copyright Screen. If done correctly, you will be taken to



You should then be taken to the Level Select Screen to choose your level.

the Level Select Screen. Choose your level using your Throttle buttons then begin your game. To use the "cheat kill" and destroy enemy ships in a battle with one shot, press: **L1, L2 and Square** simultaneously. Use caution with this cheat. Do not use this on friendly ships or you might mess up your game.

Samuel Griffin
Tylertown, MI



Begin the level you've chosen, and when you come to a...



...battle scene, use the "cheat kill" to help get by enemy attacks.

Cheat Sheet

Cheat Mode

Follow the instructions above to enable a Cheat Mode that will allow you to select your level and destroy your enemies in a single shot!

POWER TRIP

worthless | useful | godlike



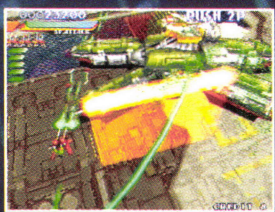
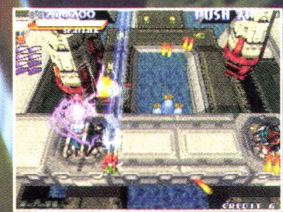
Change of Address!!

For those of you who have been faithful in sending great codes, tricks and cheats to the old egmtricks@mcs.com address, we ask that you continue to send in your great codes, tricks and cheats to our **NEW** address: tricks@zd.com. By doing this, you will still have the opportunity to win a FREE game, your name credited to your trick and possibly a chance of winning a GameShark! Refer to the Contest Rules at the left for further details. Code Wizard Carey would also like to thank all of you who are sending in tricks. If you have any requests or suggestions pertaining to this section, feel free to write or e-mail him. Remember, this is your mag!

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SPORTS SPECIAL!



NBA Jam: TE

Acclaim/Genesis
All-Star Team

At the Title Screen, open the menu and enter: C, Up, Down, B, Left, A, Right, Down and then press Start. Enter your initials as JAM. Once you've typed in the code and entered your initials as JAM, it will indicate that you've defeated all 27 teams. Now go to the Team Select and choose the All-Star Team!

Ridge Racer

Namco/PlayStation
Backward Track

To race backward with the other drivers going the same way, just turn your car around at the beginning of the race and crash through the start wall at a speed of more than 75 mph. Now if you look at the signs, they all appear backward!

Slam 'N' Jam

Crystal Dynamics/3DO

Big Heads on Normal Players Right after the Scouting Report and before the Tip-off, press the L button and A button rapidly. When the ball goes in the air, pause the game and then unpause. The players should have large heads.

Super Punch-Out

Nintendo/Super NES
Change Name

Just go where you can start a new game, highlight it then hit X and A at the same time. You should be able to register your name in English or Japanese. In order to toggle between the three languages, use your L and R buttons.

Val D'Iserie Skiing

Atari/Jaguar
Extra Options

To access the Extra Options, just go to the Main Screen and enter: 4, 0, 8, 5, 7, 4, 1, 4. Once they are entered, the extra options should appear. You can now win something without even racing or messing around with the sound FX and more!

BUG TOO!

System **Saturn**

Publisher **SegaSoft**



Anywhere within your game, press Start to pause and enter the code.

Here are a few cheat codes to use in the fun sequel to Bug!. To enter them, just pause anywhere within your game then enter the codes to receive various results. The codes resemble the old Gex codes in the way of the D-pad acting as a compass. For example: South=Down, West=Left, etc.

For **Cheat Screen** enter:



A Cheat Screen should appear, after entering the cheat code.

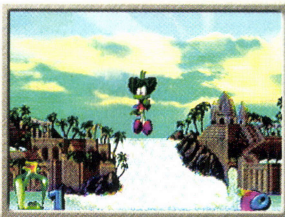
(LAZY WEASEL) or L, A, Z, Y, Left, Right, A, Down, Right, L.

For **Invincibility** enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

For the **Fly Cheat** enter: (LAWLESS) or L, A, Left, L, Right, Down, Down. After entering this code, use the Y button and the D-pad to move your character across the screen. Just be careful where you drop him!



Use the Level Option to jump to the level you wish to play or...



...use the fun fly cheat which will enable you to pick up your character and place him wherever you wish!

Cheat Sheet

Game Cheats

For fun game cheats, such as Invincibility, Level Select and the Fly cheat, enter the codes above after pausing within a game.

POWER TRIP

worthless

useful

godlike

Die Hard Arcade

System **Saturn**
Publisher **Pox Interactive**

Cheat Sheet **Hyper Deep Scan**

Enter the cheat below to boost up the intensity of the Deep Scan game. By entering it, the enemies will triple in amount for some fast-shootin' fun!

Just when you thought you were getting the hang of this little game, a code comes along to make it more difficult! Just hold buttons X, Y, Z at the Title Screen, and then press Start on Deep Scan while still holding those buttons. You should see "Hyper" just above the title when the game begins.

Robert Linders
Appleton, WI



Enter the code above to play a fast-action game of Deep Scan!

Need For Speed 2

System **PlayStation**
Publisher **Electronic Arts**

Cheat Sheet **Camera Angles**

Enter the code below during the Loading Screen just before a race to receive many new camera angles to play with. Some are pretty hard to race with.

Tired of the same old camera angles while racing? Well, here's a cool code to enter that will allow plenty more angles to choose from—some are harder to race with than others! To access these new angles, take controller one and choose any options you wish to race with and then begin your race. Immediately after this and at the Loading Screen, press and hold buttons: L1, L2, R1, R2, X, Triangle, Square and Circle. Then release these buttons when the race begins—you should have up to nine camera angles to select from!

Steve Grey
Wheaton, IL



Choose your options then begin your race.



Next, during the Loading Screen enter the camera code.



If done correctly, you should be able to access the angles after your race begins.

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SPORTS SPECIAL!

Daytona USA

Sega/Saturn

Karaoke Mode

Make sure at the Options Screen that the number of laps is set to Normal. Exit the Options Menu and choose the Arcade Mode. When selecting a course, keep the Up button pressed and choose a course with button C. Now when you start driving, you will notice that the annoying singing is gone, but the words will appear at the bottom of the screen so you can sing along with your favorite song!

Daytona USA

Sega/Saturn

Secret Horse Trick

There are actually two ways to choose the horse for a race. The first way is to place first on all three tracks while playing in the Saturn Mode. You should then be able to choose the horse from the Mission Select Screen and race it. The second way, which is much easier, is to hold the control pad diagonally Up-Left and press A, B, X, Z at the same time during the title cinema. Press Start at the Title Screen and pick the Saturn Mode. Then when choosing your car at the Mission Select Screen, scroll to the left until you locate the two different horses.

Slam 'N' Jam '95

Crystal Dynamics/3DO
Various Cheats

To enter the following cheats, begin a new game and go to the Scouting Report Screen. Go to the Continue Option and press Start twice. As soon as the screen fades out, you may enter any of the following tricks. For Shot Percentage: Before the tip-off, hold the L button. When you shoot a basket, you'll notice the shot percentage will be displayed at the top of the screen. For Midget Men: Before the tip-off, press the R button rapidly. Pause and unpause. Now your players should have shrunk. For Midget Men with Big Heads: Before the tip-off, press the L and R buttons rapidly until the tip-off. Pause and unpause. Your small men should now have huge heads. For Midget Men and Shot Percentage: Before the tip-off, press the L and R buttons rapidly until tip-off, but end the combo with the L button. Now you should have combined both codes.

INDEPENDENCE DAY

System **Saturn**

Publisher **Fox Interactive**



Here at the Name Entry Screen, enter your name as DAB DAB.

You may have seen all the codes to enter for the PlayStation version of this game in the last issue of EGM. Well here's one code



Then at the Game/Options Screen, enter the code below.

that will get all the goodies for you Saturn owners!

To access this Cheat Menu, enter your name as **DAB DAB** at the Name Entry Screen.



You should then go right to the "Cheater" Screen.

Then go to the Game/Options Screen and enter the code:

Left, Right, Up, Down, X, Y, Z. If done correctly, you should be taken right to the Cheat Menu.

Cheat Sheet

Cheat Menu

To access the hidden Cheat Menu, enter your name as DAB DAB and then enter the rest of the code at the Game/Options Screen.

POWER TRIP

worthless

useful

godlike

BLAST CORPS

System **Nintendo 64**

Publisher **Nintendo**

Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold button Z, until the object blows up!

Todd Foster
Placerville, CA



Hold the Z button down until the building blows up.

Cheat Sheet

Blow-up Trick

Use the small trick above whenever you are in a tight spot. Not being able to get out, your guy will get mad and blow up the objects with TNT.

POWER TRIP

worthless

useful

godlike

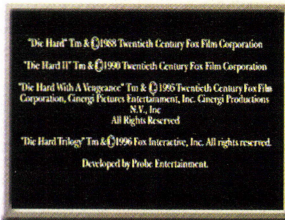
DIE HARD TRILOGY

System **Saturn**

Publisher **Fox Interactive**

To access this cool Cheat Menu, enter the code: **C, A, B, B, Y, C, A, B, B, Y** when at the Copyright Screen and then begin a new game. Then while playing within the game, hit Start to pause and you should notice a new option, "Cheat!"

Michael Maneeraj; Las Vegas, NV



Enter the Cheat Menu to access a couple of cool options!

Cheat Sheet

Cheat Menu

Enter the cheat above to access a hidden Cheat Menu that will allow you to use a Level Select and Invincibility within your next game.

POWER TRIP

worthless

useful

godlike

The Odds are against you.



He's skinny. He wears a loincloth. He has no weapons.
(He's the guy that you play.)

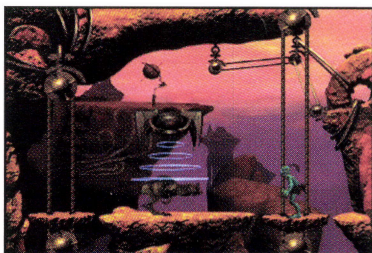


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SPORTS SPECIAL!

RBI Baseball '95

Time Warner/32X

Play as Corporate Team

Go into the Password Screen and enter the password: A Q Y F F K O T O K H T. Select your team lineup and begin playing ball! You should see Warner at the top of the team lineup with all the members of the corporate team!

Super Punch-Out

Nintendo/Super NES

Secret Sound Test

As soon as the Nintendo logo appears, take controller two and press and hold the Select button. Without letting go, press and hold both the top L and R buttons on the same controller and let go of Select. Now you have a Sound Test Screen where you can check out all of the effects and music of the game.

John Madden '95

Sega/Genesis

One-Minute Game

Go to the Team Select Screen and enter: B, A, C, A, C with the first controller then B, A, C, A, C with the second controller. Then enter B, A, C, A, C with both controllers at the same time and then the B button at the same time. You will see a one-minute game in the game length option, if done correctly.

Daytona USA

Sega/Saturn

Rocket Start

At the starting grid of the Advanced or Expert courses, hold the B button. Now press and hold C. While accelerating, keep your RPMs between 6,500 to 7,000. When the race starts, let go of the brake, but keep holding the accelerator. You will gain tremendous acceleration and will be able to pass all of your opponents. Avoiding all obstacles (including cars) will gain you a good position.

Road Rash

Electronic Arts/3DO

Cow Trick

In levels 2, 3, 4 and 5 at the Peninsula track, race until you reach the 6.6 mark on your odometer. After this, veer off to the right and to the other side of the side rail. Slowing down to about 20-30 mph, hit the cows ahead for a vogue pose.

TOSHINDEN 3*

System **PlayStation**

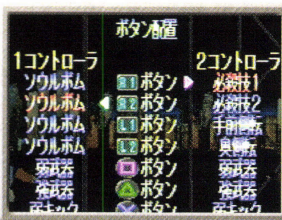
Publisher **Takara of Japan**



During your game, hit Start to pause and enter the Key Config Option.

Normally, the game will only allow you to perform a couple Soul Bombs within a match. Well, here is a trick to access Infinite Soul Bombs.

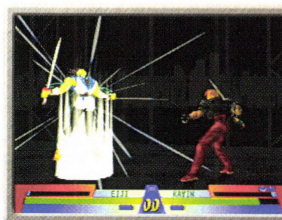
Just begin a match and then press Start to pause. Then enter the "KeyConfig" Option and change your L1, L2, R1 or R2 keys to Soul Bombs. Then go back into your game, press the



Then change one or all top buttons to "Soul Bombs."

button you configured as "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." By continuously doing this procedure you can perform as many Soul Bombs as you would like to keep your opponent from even laying a hand on you!

Calvin Choo
Bishan, Singapore



Go back to your game and perform a soul bomb with the top keys.



By pressing your Soul Bomb key and the X button together, you can do Infinite Soul Bombs the rest of the match!

Cheat Sheet

Infinite Soul Bombs

Configure your top buttons to "Soul Bombs" and perform the trick above to be able to use numerous Soul Bombs against your opponent.

POWER TRIP

worthless useful godlike

Disruptor

System **PlayStation** hot
Publisher **Universal Interactive**

Cheat Sheet **Invincibility** **POWER TRIP**

Use the following Invincibility cheat to get by difficult areas within the game. Just go to the Map Screen and enter the cheat below.

A few months ago we covered the weapon, ammo cheats and several level passwords in the game. Here is just one more that you should find helpful: Invincibility! Just go to Map Screen, when within a level and turn "Real Time" off. Then press: Circle, Circle, Square, Circle, Triangle, X, X, Circle. Continue your game and take on your enemies with no worries.



Use Invincibility to get through difficult areas without getting hurt.

Doom

System **Saturn** hot
Publisher **GT Interactive**

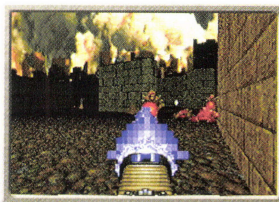
Cheat Sheet **Invincibility** **POWER TRIP**

Enter the cheat below to turn yourself Invincible against any opponent who gets in your face. Just pause within your game and enter the code.

You've seen it on the PlayStation, N64 and even PC versions of the game. Now it's the Saturn's turn! If you happen to own this game, you will definitely want to try this one out. To access the Invincibility cheat, just follow this simple procedure. Anywhere within a level using controller one, hit the Start button to pause and enter: Down, Y, X, R shift button, Right, L shift button, Left and B. If the trick was entered correctly, the phrase "All Powerful Mode On" will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and chaos you will be able to create while using this helpful cheat!



Anywhere within your game, hit Start to pause and enter the code.



If done correctly, your eyes should be glowing and you should have...



...no problem frying some demon butt throughout any level in the game!

* This trick was done on a preproduction or Japanese version of the game and is subject to change.

A lot of people
have a problem with the
violence in video games.

We, for example, feel it
hasn't been realistic enough.

CODENAME
TENKA

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them.



The first shooter that lets
you look up & down, jump
and crouch while moving.



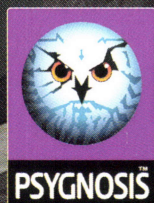
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"Trigger-happy fun" — *GamePro*

"Non-stop action and excellent graphics" — *Game Informer*

Need For Speed 2

PlayStation/Electronic Arts Cheat Codes

On the Main Menu Screen, highlight the Options and enter it. Move down, highlight and enter the Password Option. Now put in the following passwords:

LILZIP—Bonus car: Ford Indigo

SHOTME—Bonus track: Monolithic Studios

POWRUP—Pioneer engines: faster acceleration for all cars (lasts for one race)

26 SECRET CARS: At the Main Menu, select Options, then Password. Enter the desired car's password. You can now drive one of 26 secret cars! Return to the Main Menu and select Race. It doesn't matter what normal car you already have selected. **NOTE:** If you want to use a secret car password in Two-player Mode, simply replace the password's ME with U for the second player (example: ARMYU).

ARMYME: Army truck **BUSME:** Yellow school bus **BEETME:** Car with sunroof **BMRME:** BMW
BNZME: Mercedes-Benz **BUGME:** Volkswagen bug **CITME:** Citroen **JEPME:** Comanche pick-up
LCME: Landcruiser **LIMOME:** White limousine **MAZME:** Mazda Miata **QUATME:** Audi Quattro
SEMIME: Semitruck cab **SNOWME:** Same as ARMYME, different trailer **TRAMME:** Monolithic Studios tram
VANME: Comb mini-van **VOVME:** Volvo stationwagon **YJME:** Jeep Renegade/Wrangler
CRATME: Brown wooden crate **LOGME:** Long wooden log **OUTHOUSE:** Small brown outhouse from North Country
STDA: Souvenir stand (green) **STDB:** Souvenir stand (blue) **STDC:** Souvenir stand (red)
TREXME: T-Rex from Monolithic Studios **WAGOME:** Old covered wagon from Monolithic Studios.

Note: These passwords stay in memory for one race.



Mr. DO!

Super NES/Black Pearl Game Cheats

Enter the following cheats at the Universal Logo Screen to access 99 Lives, a Stage Select and the ability to change all "Mr. Do!" titles to "Mr. Du." For 99 Lives press: Left (eight times) when at the Universal Logo Screen. For Stage Select press: Down (eight times) when at the Universal Logo Screen. To change all "Mr. Do!" titles press: Up (eight times) when the Universal logo appears. After putting in the code, you should hear a noise to confirm that you entered it correctly.

Norse by Norsewest

Saturn and PlayStation/Interplay Level Passwords

Enter any of the following level passwords at the Password Screen to jump to your desired level of play.

For Level 2 enter: **1STS**

For Level 3 enter: **2NDS**

For Level 4 enter: **TRSH**

For Level 5 enter: **SW1M**

For Level 6 enter: **WOLF**

For Level 7 enter: **BR4T**

For Level 8 enter: **K4RN**

For Level 9 enter: **BOMB**

For Level 10 enter: **WZRD**

For Level 11 enter: **BLKS**

For Level 12 enter: **TLPT**

For Level 13 enter: **GYSR**

For Level 14 enter: **B3SV**

For Level 15 enter: **R3T0**

For Level 16 enter: **DRNK**

For Level 17 enter: **YOVR**

For Level 18 enter: **OV4L**

For Level 19 enter: **T1N3**

For Level 20 enter: **D4RK**

For Level 21 enter: **H4RD**

For Level 22 enter: **HRDR**

For Level 23 enter: **LOST**

For Level 24 enter: **0BOY**

For Level 25 enter: **H0M3**

For Level 26 enter: **SHCK**

For Level 27 enter: **TNNL**

For Level 28 enter: **H3LL**

For Level 29 enter: **4RGH**

For Level 30 enter: **B4DD**

For Level 31 enter: **D4DY**

Soviet Strike

PlayStation/Electronic Arts Game Cheats

Just go to the Password Screen and enter any of the following for various results:

For Four Attempts enter: **SADISSA**

For Infinite Fuel enter: **EARTHFIRST**

For a Peaceful World enter: **QUAKER**

For Infinite Ammo, Fuel and Invincible Chopper enter: **MIDNIGHOIL**

For Infinite Ammo, Fuel and Attempts enter: **FUGAZI**

Soviet Strike

Saturn/Electronic Arts Game Cheats

While at the Password Screen, enter the following cheats to receive some helpful items in your game. You should see the word, "Classified" if the code was entered correctly. Then exit the Password Screen and begin your game.

For Unlimited Fuel enter: **COLDPIZZA** (Your fuel should then return back to 100 after running out.)

For One Extra Life enter: **FREEBIE**

For Four Extra Lives enter: **VOODOO**

For 4X Weapon Power enter: **GABRIEL**

For Fuel Consumption at half speed enter: **ALBATROSS**



Gargoyles

Genesis/Buena Vista Interactive Level Skip, Energy Regeneration

In order to gain a Level Skip in the game, just press Start to pause and enter: A, B, Right, A, C, A, Down, A, B, Right, A. You will skip to the next level.

For Energy Regeneration, press Start to pause and enter: A, B, Right, A, C, A, Down, A, Right, B, A. Unpause and your life bar will rise to 100 percent.

Clockwork Knight

Saturn/Sega Various Codes

For Stage Select: At the Title Screen (while "Press Start Button" is showing), press: Left, Up, Right, Down, Down, Right, Right, Up, R button. Press Up or Down to choose the stage. For Final Stage: After entering the previous code, press: Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R button. Press Up (2X) to find the stage that says, "Last Boss." For 999 Lives: At the Title Screen (while "Press Start Button" is showing), press: Up, Right (9X), Down (6X), Left (7X), Z, X, Y, Y, Y, Z. The opening theme song will sound, if done correctly. For Million-Point Bonus: Finish stage 2-2 in under 30 seconds. Make sure you get the clock item if you want to make it.



PlayStation Codes

Dark Forces

Infinite Blaster Ammo:

80095108 03e7

Infinite Thermal Detonators:

80095114 03e7

Red Key: 800950b6 ffff

Infinite Shields: 80095128 0064

Infinite Mines: 8009511c 03e7

Stouker Concussion Rifle:

800950ae ffff

Assault Cannon: 800950b2 ffff

Assault Cannon Ammo:

80095112 03e7

Infinite Cells: 8009510c 03e7

Yellow Key: 800950ba ffff

Blue Key: 800950be ffff

Level Select: 80010018 000f

Laser Rifle: 8009509c ffff

Infinite Health: 8009512c 0064

Auto-Gun: 800950a2 ffff

Packered Mortar Gun:

800950a6 ffff

Jeron Fusion Cutter: 800950aa ffff

Infinite Shells: 8009511a 03e7

Project: Horned Owl

Infinite Grenades: 800b94c6 0518

Demon's Crest

Super NES/Capcom Play as Ultimate Gargoyle

At the Main Menu choose the Password Option. Enter the corresponding code to get the correct results: Full life meter and all items: FDQP. QRMB. FGNH. GTKL. Full life meter, all items and Crest of Heaven: QFFF. KNRR. DDLR. XGTQ.

Earthworm Jim

Genesis/Playmates Interactive

Debug Menu

Go into the game and press Start to pause. Then press Left+A, B, B, A, Right+A, B, B, A. If done correctly, you'll hear "Cheater!" This brings you to the Debug Menu. From here choose which level to start on, make yourself invincible, turn Map Mode and Freezability on. Use Map Mode and Freezability together to move yourself to any point on any level and start at that point!

Rally Cross

PlayStation/Sony Computer Entertainment

Various Cheats

Just begin a new season and then type any of the following codes for the name of the season. Then exit the screen and begin your race.

For No Vehicle Collisions enter: banzai

For Gravity enter: radbrad

For Extra Gravity enter: stone

For Light Cars enter: float

For Lighter Cars enter: feather

For Less Tire Traction enter: spinner

For Wider Tires enter: fat_tires

For No Wheels enter: no_wheels

For Wheels Only enter: wheels

To Access Veteran Season

enter: vet_me

To access Pro Season

enter: im_a_pro

To access Suicide Mode enter: weeeo

Spider

PlayStation/BMG Interactive Game Cheats

To enter them, just begin your game and then pause. While paused enter the following:

To Refill Weapons/Power enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If

done correctly, the spider should regain power and weapons. Do as often as you wish to advance

further. To Turn into a Flea enter: Triangle, Square, Circle, Triangle. Spider should then shrink down

to the size of a flea. Continue your game and you will notice that

moving Spider is a little harder, now that you can't even see him!



Theme Park

Saturn/Electronic Arts The "Everything" Code

On the Title Screen, pick Setup New Theme Park. The game will

then ask you to pick a nickname. Put in the word **DEAD**. After you do this, set up the other options

the way you want. Once you acquire your first theme park and you are ready to start building, press

and hold buttons A, B and C together. Once you have held these for a while, let go and check your

money status. You will see a substantial increase, plus you will have access to all of the attractions!

War Gods

Nintendo 64/Midway

Special Cheat Screen

As soon as the War Gods logo appears on the screen, use the D-pad and the buttons (not the analog joystick) to enter the following code very quickly: Right, Right, Right, B, B, A, A. If you did it quickly enough, you will hear the announcer say, "All too easy." At the Main Menu

(Start/Options) Screen, highlight Options and

enter it. A new option will be available called

"Cheat Menu." Choose this menu to get a new

screen filled with options such as a Level Select,

Timer Option and skill levels for players one

and two. Depending on the length of these

meters, your life meter will either go down slower

or quicker. Also, easy fatalities will be available.

When you are about to finish your opponent,

be sure to stand the correct distance with your

character, and press A+B+Top C+Right C buttons

simultaneously for the fatality.

Blackthorne

Super NES/Interplay

Level Codes

Enter the following at the Password Option

Screen, Mine Level 2: **FBWC**. Mine Level 3:

QP7R. Mine Level 4: **WJTV**. Tree Level 1: **RRYB**.

Tree Level 2: **ZS9P**. Tree Level 3: **XJSN**. Tree

Level 4: **CGDM**. Sand Level 1: **TJ1F**. Sand Level

2: **GSG3**. Sand Level 3: **BMHS**. Sand Level 4:

Y4DJ. Castle Level 1: **HCKD**. Castle Level 2:

NRLF. Castle Level 3: **J6BZ**. Castle Level 4:

MJXG. Castle Level 5: **K3CH**.

Project Horned Owl (continued)
Infinite Grenades P2: 800b94d6 0518
Infinite Health: 800b94be 0064
Infinite Health P2: 800b94ce 0064
Tokyo Highway Battle
Infinite Funds: 8006debc ffff
Return Fire
Infinite Ammo: 80082030 0096
Infinite Fuel: 80082016 0180

Strike Point
Infinite ATG And ATA Missiles:
8011d0ba 6363
Infinite Bombs And Turbos:
8011d0bc 6363
Infinite Armor P1: 8011cfdc 1900
Infinite Lives: 8011d0f6 0004
WipeOut XL
Infinite Energy: 30094529 0001

Track Select:
801fe4d2 0001
Piranha Team:
801fe4ac 0100
Tobal 2
Infinite Life-Player 1:
80123E70 0F00
Twisted Metal 2
Infinite Homing Missiles:

LOOK OUT



Virtua Fighter 2

Saturn/Sega

Play the Game as the Boss. Dural
This trick will let you access the secret Boss. Dural on Virtua Fighter 2! To do this, go to the Player Select Screen and highlight Akira. Now take the controller and press Down, Up, Right, then A+Left simultaneously. (The first letters spell DURAL.) Now you will be able to play as a silver version of the Boss. For a Vs. Boss Battle, have player two highlight Lion and press Down, Up, Left, then A+Right simultaneously. This will get you the gold-colored Dural.

Toy Story

Genesis/Disney Interactive
Invincibility, Level Select

To turn Woody invincible, just enter the second level "Red Alert" and collect seven and only seven stars then jump into the toolbox. Press Down for about five seconds or until you see the top-left star start spinning. This means you are now invincible! For a Level Skip, enter: A, B, Right, A, C, A, Down, A, B, Right, A at the Title Screen. While in the game, press Start to pause and hit A.

Doom 64

Nintendo 64/Midway

Cheat Menu

Just go to the Password Option and enter the password:
?TJL BDFW BFGV JVVV
This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find pretty much all you need to conquer the game! Choose the options you wish to use and continue your game. To use the Stage Select, choose the stage you wish to play and while still highlighted, hit any of the "C" buttons on the controller. You should end your current level and jump to the next.

Nanotek Warrior

PlayStation/Virgin Interactive **Lock-on Lightning Bolt**

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter the button code as follows: X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship all souped up with spread lasers and the new lightning bolt weapon.

Turok: Dinosaur Hunter

Nintendo 64/Acclaim

Game Cheats

Just enter the codes at the "Enter Cheat" Option at the Main Menu. Then when playing your game, press Start to pause and go into the Cheat Menu Option to enable the cheats you have just entered.
For Disco Mode enter: SNFFRR
For Pen/Ink Mode enter: DLKTDR
For Infinite Lives enter:
FRTHSTHTTRLSCK
For All Weapons enter:
CMGTSMGGTS
For Unlimited Ammo enter:
BLTSRRFRND
For the Gallery enter: THBST
For Credits enter: **FDTHMGS**
For Purdy Colors enter:
LLTHCLRSFTHRNB
For Quack Mode enter: **CLLTHNTMTN**
To Show Enemies on Map Screen enter: **NSTHMDNT**
For Spirit Mode enter: **THSSLKSL**
For Ultimate Cheat enter: **RBNSMTH**
For Greg Mode enter: **GRGCHN**
For Dana Mode enter: **DNCHN**

Black Fire

Saturn/Sega

Various Cheats

All of these codes are to be done at the Title Screen.
Replenish Fuel and Weaponry: Press L button, A, Z, Y, A, Down, Down. You'll hear a sentence to confirm that it worked. During the game, press Start then Start again to replenish ammunition or fuel.
Skip Stages: Press and hold C, then B, then A, then Up, then L button. Now, release A, then C, then L button, then Up. You'll hear a voice confirmation. Now in the game, hold A, B, C and Up. Now press L button to skip ahead. Invincibility: Press and hold A, then B, then C. Release C, then B, then A. Now press B, A, B, Y, hold X, press Up, press and hold Down and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!

Mortal Kombat 2

Saturn/Acclaim

Secret Cheat Switches

This trick will allow you to turn on various enhancement switches in the game. To do this, wait for the opening cinemas to appear. As soon as you see them, quickly press Down, Up, Left, Left, A, Right, Down, B, Y, C. Now go past the Title Screen to the Main Menu. You will see a new option called "Switches." Experiment with them for various results.

Tobal 2

PlayStation/Squaresoft

Grow, Shrink code, Play as Boss

At the Character Select Screen, press and hold L2+R2 simultaneously. While holding these, press X to choose your character. During gameplay, press L2 to shrink your character and R2 to make your player grow! You can do this any time during the match, or replay of the game. To play as Mufu beat the game on Easy. For Nork, beat it on Normal. For Emperor Udan, beat it on Hard.



Jet Moto

PlayStation/Sony Computer Ent.

Open All Tracks

From the Title Screen, highlight "Options" and enter it. On the Options Screen, set the Difficulty to AMATEUR and the Trophy Presenter to MALE. Now move to the Exit Option and press X to go back to the Main Title Screen. Now on the directional pad, press Up, Right, Down, Left, Up, Right, Down, Left. Next, press Left, then X to go back into the Options Screen. Put the Difficulty to PROFESSIONAL and the Trophy Presenter to RIDER'S CHOICE. Now move to the Exit Option and press X to go back to the Main Title Screen. This time press Up, Left, Down, Right, Up, Left, Down, Right on the pad. You will hear a "cash register" type of sound indicating that the code worked. Now begin your game, choose your rider and your Race Type. After you get past these modes, the Track Selection Screen will appear.

Mortal Kombat Trilogy

Nintendo 64/Midway

All Question Marks

On the Story Screen, take controller one and very quickly enter the code on the designated buttons as shown: Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch. Once you do this, you should hear a voice. Now on the Main Menu Screen, you will have access to all three question marks (green, blue, red). You may now access Menu Screens with many options within the question marks, including Human Smoke, Kameleon, Free Play, etc.

Ultimate MK3

Super NES/Williams Entertainment
Cheat Menus

In order to enable these Cheat Menus, go to the Start/Options Screen and enter the following codes for each menu. For Kool Stuff enter: Right, Up, B, B, A, Down, Up, B, Down, Up, B. For Kooler Stuff enter: Up, B, A, Left, Down, Y. For Scott's Stuff enter: B, A, Down, Down, Left, A, X, B, A, B, Y. For Sound Test enter: Left, Down, Y, Y.



Twisted Metal 2 (continued)

801882EA 0009

Infinite Napalm: 801882F0 0009

Infinite Armor: 80187D00 0096

Infinite Lightning: 801882F4 0009

Infinite Remote Bombs:

801882EC 0009

Infinite Ricochet Bombs:

801882F2 0009

Infinite Power Missiles:

801882E8 0009

Infinite Fire Missiles: 801882EE 0009

Infinite Specials:

801882e6 0009

Rapid Fire: 801882FE 0000

Infinite Specials P2: 80188afa 0009

Infinite Homing Missiles P2:

80188afe 0009

Infinite Lightning P2:

80188b08 0009

Infinite Napalm P2:

80188b04 0009

Infinite Remote Bombs P2:

80188b00 0009

Infinite Ricochet Bombs P2:

80188b06 0009

Infinite Fire Missiles P2:

80188afc 0009

Infinite Power Missiles P2:

80188b02 0009

Infinite Armor P2: 80188514 0096

Saturn Codes

Batman Forever

Master Code: f6000914 c305

Master Code: b6002800 0000

Infinite Health P1: 160b806a 0014

Manx TT

Saturn/Sega

Super Bike, Sheep Code

For a little added fun, try these two codes out before you start your next race! The Superbike code will enable you to race with a higher performance speed demon! Just go to the Bike Select Screen and then press: Y, Z, Right, Left, Down, Down, Up, Up. If done correctly, you should hear the bike rev. Then begin your race and take off!



The Sheep code will allow you to trade your bike in for an exquisite farm animal! Just go to the Transmission Select Screen and press: Up, Up, Down, Down, Left, Right, Z, Y. If done correctly, you will hear a sheep bleat.

Boogerman

Genesis/Interplay

Fly on screen

Anytime during the game, press A, B, C and Start on controller two, which will make Boogerman immobile. Using controller one, rotate the D-pad to make Boogerman fly around the screen, picking up icons and avoiding enemies. Note: To make him mobile again, press the same buttons on controller two. (Just make sure he isn't over any enemies!)

Need For Speed

PlayStation/Electronic Arts Machine Gun Code

To get the machine gun, choose the Head-to-Head Mode on the Race Type Screen. Choose the car you want to play, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, Circle, Square and diagonally Up-Left on the control pad until loading is complete. Now begin your race. While you are racing, honk your horn by pressing Up on the controller. Instead of your horn honking, you will hear a sound like a machine gun. This will make the cars ahead of you on the road fly up into the air and come crashing down on the pavement. This trick is useful if you want to clear a path as well as get cops and other cars out of the way.

Tomb Raider

Saturn/Eidos

Weapons Cheat

Just go to the Inventory Screen within a game and enter the weapon code: X, Y, X, Y, Z, Z, Z, Z, Y, Z, Y, X, X, X and Start. Lara will make a sound. Then enter the Level Skip code: Z, Y, Z, Y, X, X, X and Start at the "End to Title" Screen. Lara will sound again. Then press A to skip. Continue this code to complete the game. Then, begin a new game and go back to the Inventory Screen and enter the weapon code once more. Now, enter the Level Skip code to proceed to the next level and then go to your inventory to see an added variety of weapons!

Pitfall: The Mayan Adventure

Genesis/Activision

Various Codes

The following codes are done at the Title Screen on the first controller. (If the Nine Lives and Full Weapons code are done right, you'll hear a sound as if you were picking something up). To play the original Atari 2600 game press: Down, A 26 times, Down. For Full Weapons press: A, B, Up, C, A, C, A. For Nine Lives press: Right, A, Down, B, Right, A, B, Up, Down. To View the Credits press: C, Right, Down, C, Right, Down, C, Right, Down. You can mix and match the Full Weapons and Nine Lives codes to make things easier for you.

MechWarrior 3050

Super NES/Activision

Various Codes and Passwords

These codes will give you the advantage in many situations:

Play as the Enemy 'Mech: At the Tiburon Entertainment Screen, press Down, A, then X. Then go to the Password Screen and enter the code: **XTRM3K**.

Invincibility: The password is **MKWFL**. This code works only after the Unlimited Ammo and all level codes have been entered.

To refresh your memory, (and to get invincibility working) here are those codes again. Level Codes: Mission 1: **BMBRMN** Mission 2: **65C816** Mission 3: **B1GBND** Mission 4: **FSPRNG** Mission 5: **YHWX11**

Unlimited Ammo: The code is **M1R0G3**.

Donkey Kong Country 2

Super NES/Nintendo

75 Kremcoins

Enter the Pirate Panic! Stage and go into Captain K. Rool's cabin. Don't touch anything at this point. Leave the cabin and jump over the first two bananas you come across. Keep going right and get the banana bunch over the large barrels. Now go back to the cabin. Take the 1-Up balloon. Now leave the cabin and jump over the two bananas again. Keep going right and get the banana bunch over the large barrels, then go back to the cabin. There will be a floating Kremcoin in the middle of the cabin. Grab it and it will give you 75 Kremcoins!

Crusader: No Remorse

Master Code: f6000914 c305
b6002800 0000

Infinite RP Ammo: 160db24 093c

RP-32: 160dbde8 0100

Shotgun: 160dbdec 0100

Laser Rifle: 160dbdf4 0100

Grenade Launcher: 160dbe04 0100

Infinite Shotgun Ammo:

160dbe28 040b

Infinite Spider Bombs:

160dbdc8 0900

Bottom of the 9th

Home Team Wins: 1605bd78 0025

Away Team Wins: 1605bd78 2500

Big Hurt Baseball

Master Code: f6000914 c305

Master Code B: b6002800 0000

Player 1 Always Wins:

160adba8 0500

VR Soccer

Master Code:

f6000914 c305

Master Code:

b6002800 0000

Team B Scores 0:

1608ddde 0000



UNLEASHED THIS SEPTEMBER

JERSEY DEVIL

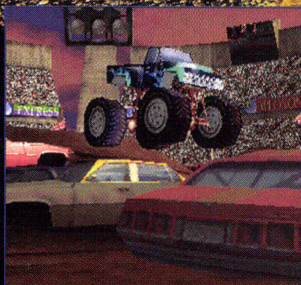
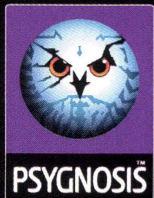


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Shining the Holy Ark



system
publisher
developer

Saturn
Sega
Sega

strategy talk

Role-playing games on the Saturn seem to be a rarity these days, so just about any title that wanders (adventures) into Sega territory is welcomed with open arms.

Shining the Holy Ark is the latest release in the popular "Shining" series. The first installment, Shining in the Darkness, dates back to the early Genesis years, and the system had a sequel as well. While this latest version has little to do with any of the previous installments, it does incorporate a similar gameplay engine (even right down to the happy-faced screen icons) to which fans of the series can relate.

To its credit, STHA does a good job of keeping the RPG genre alive with a good, unwinding story line and excellent soundtrack. (Well orchestrated though it is, you will soon tire of the battle scene very quickly.) As a whole, STHA is a well-done RPG that fans of the series will want to check out.

—Tim "Stone Soul Gas Man" Davis

strat-stats

time to complete:

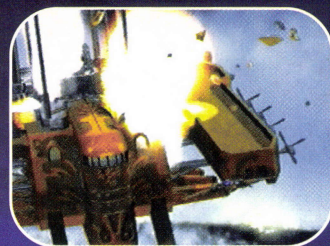
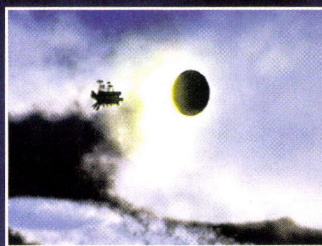
don't make any plans
challenge:

moderate
good for Saturn:

yeah
favorite bad guy:

Ice Serena
where the hell...

...is my car?!?!?



Your Little Friends...

Throughout the lands in the game, you'll acquire five different types of little comrades that aid you in battle. To command them in a fray, you must get the drop on your enemy attacker first by pressing either the A or C button as they're coming into your view. As if that was not enough, you must also select the correct "helper" first, depending on how the enemy enters the screen. The list is as follows: Pixie=Frontal Attacks, Fairies=Above Attacks, Succubus=Attacks from the Left, Incubus=Attacks from the Right and finally Leprechauns=Attacks from Below. These little lifesavers can be found in the strangest places (i.e., paintings, stalactites) so search everything that looks suspicious.



Melody

Melody is both the alchemist and mercenary of your group. What she lacks in physical weapon-attack strength, she more than makes up for with her advanced healing and antidote magic spells. As long as she's alive and has plenty of magic points, your adventure party is in good hands.

Rodi

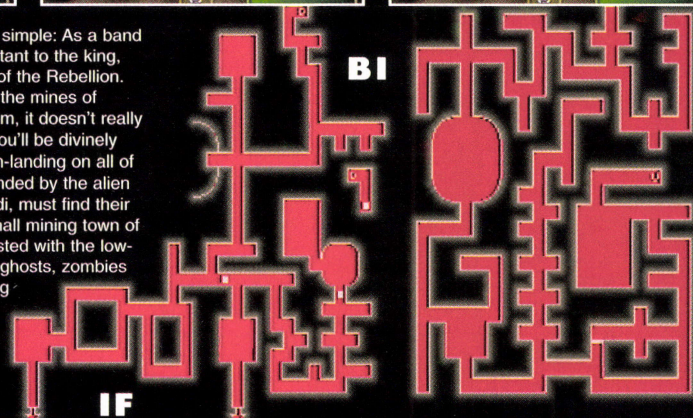


The ex-rogue has joined your party due to an apparent memory loss. His skill in the arts of ninjutsu are second only to your own swordsmanship, and he possesses some devastating magic spells to boot. Rodi is as resourceful as he is powerful, but more importantly, his allies are as useful as they are numerous.

DESIRE mines



At the start of the game, the mission is simple: As a band of three mercenaries hired by the assistant to the king, hunt down and exterminate the leader of the Rebellion. Rodi has been held at bay deep within the mines of Desire Mountain. When you confront him, it doesn't really matter if you are victorious or not, for you'll be divinely interrupted by an alien spacecraft crash-landing on all of you! After being resurrected and befriended by the alien intruders, your new party, including Rodi, must find their way out of the cave and back to the small mining town of Desire. The mines themselves are infested with the lowest forms of evil life in the game: Bats, ghosts, zombies and ants are all present here. Searching carefully, you'll also find about four chests containing gold coins that have been carelessly left behind.



SHINING the HOLY ARK



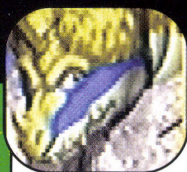
Safety In Numbers?
A Cruel Hoax



<http://www.shiny.com>



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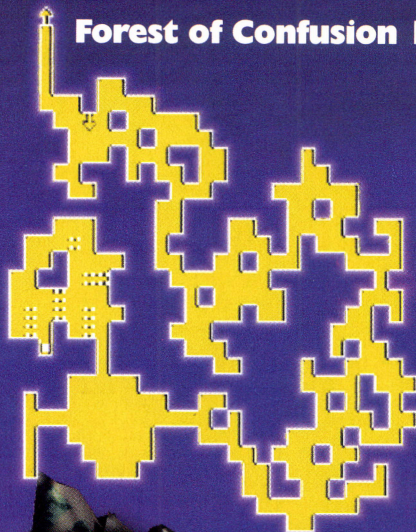
Basso

Basso is a half-human, half-dragon mercenary hired by Sabato to exterminate Rodi. He'll become an honorary member of your group in the Mansion of Aborigine. (Remember that axe in the weapons shop in Enrich that you couldn't buy for anybody?) Don't forget that since his body isn't inhabited by a spirit, he is the only member of your party who can and will die when his HP reaches zero.

FOREST OF CONFUSION

The Forest of Confusion offers the first real challenge for your party. Wild hounds, man-eating trees and a whole slew of undead warriors await your arrival. Near the southwestern corner of the forest, you'll find the lost dog who directs your party to the Desire Village. Among other items you'll come across in various treasure chests is the bronze shell body armor, an angel wing, a cookie that boosts your luck average (no I am NOT making this up). You'll have to confront a wraith-type Boss in front of the southern-most crypt before gaining access to the caverns below.

Forest of Confusion IF



The Village of Desire



In the village of Desire, you'll meet up with two more mercenaries who were also hired to capture Rodi in the local pub. Although they won't recognize your new companion at first, they will after you leave. (You'll have to talk to the bartender first.) Also in the pub, be sure to talk to the halfling, who will meet you in your room late at night to discuss plans of traveling through the path not taken to the Castle of Enrich on the opposite side of the Confusion. (Again, you'll have to leave the pub first and re-enter before you can request a room for the night.) While you're staying in the town, be sure to speak with the boy outside the local church who has lost his dog and upgrade your weapons and armor in the residential shop. Don't waste your coins of antidotes in here, as there's nothing poisonous waiting for you in the forest ahead. (Well, not above ground anyway...)

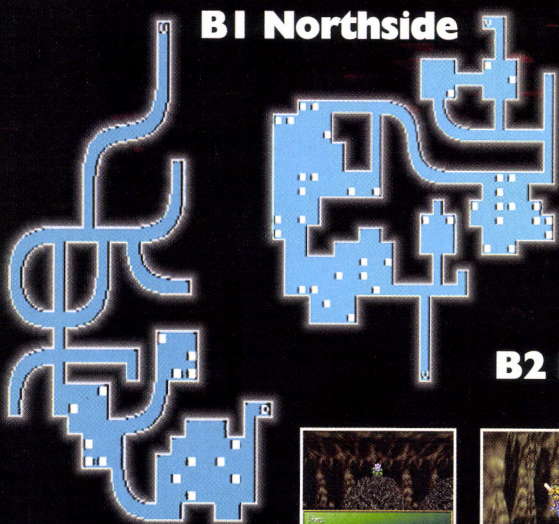


FOREST CAVES

After a brief encounter with Doyle the halfling, he'll unlock the hidden passage to the town of Enrich for you and be on his way. (He's that good.) In the caverns below the Forest of Confusion, the enemies that you'll face are the toughest ones yet—many of them cast powerful spells of their own. Located in various chests and pots in these underground tunnels lie a Bronze Brace, Scale Battle Suit, a Bronze Staff among other trinkets including a fairy and an incubus to aid you in your quest. Unfortunately, in some of the local pots down here instead of containing items, lie home to various (and poisonous) snakes that don't like to be disturbed.



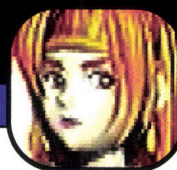
B1 Northside



B2 Forest Cave



Lisa



Lisa, along with her mercenary partner, Basso (just who in this game ISN'T a mercenary, anyway?) has been hired to capture the renegade, Rodi. After solving the riddle of the catacomb of Aborigine, she mysteriously disappears from the town, leaving Basso with no choice but to stay with your group. At least until she is found, that is.

KABUKI JO.

**FEARED MEDIEVAL SAMURAI. SEEKS
HARDCORE, BADASS SOCIOPATHS FOR A
FIGHT-TO-THE-DEATH. MUST HAVE
SUPERNATURAL POWERS, PARALYZING
CONTRAINMENT SPELLS AND THE "BRASS
ONES" TO UNLEASH BRUTAL, TO HIT
COMBINATIONS AND GRUESOME, BLOODY
FATALITIES.**

**SPINELESS MATTA'S BOYS
NEED NOT RESPOND!**



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The Village of Enrich

Be sure to visit the village of Enrich, after battling for what seems like two days in the prior forest and its underground labyrinth. By now your party needs some new weapons and some rest, so do that accordingly. After listening to the local folklore, you'll want to visit with the king in the Castle Enrich. After revealing his and your friend Forte's vile secret, you'll be imprisoned in the local castle dungeon (Geez, how cliché can you get?), but fortunately for you, Doyle arrives to bust you out and save the day.



It must have been difficult to catch an outlaw like Rodi.

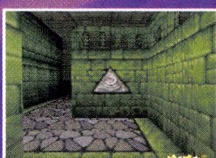


You'll find an Incubus in the fireplace of a residential house in the town.

ENRICH DUNGEON



I find some others have known for a long time that today's crisis would be coming.



I have been... waiting... for the one to come and receive this key.

If you feel like there's no way you're going to survive fighting the various clans of evil down here, go ahead and take the side route out to the Enrich Well. (You must have the Crystal Key in your possession first.) Build your party's stamina back in the forest first. Remember, though, as long as you have an Angel Wing in your group's possession, you can at any time warp back to Sabato, who you met at the dungeon entrance and save your game as well as rest your party at no charge. In the surrounding dungeon itself, you'll need to find different crests to open up different wall-like doors. (Lastly, you'll need the Eagle Crest to open up passage to acquire the key to Aborigine Mansion.) Among other items you'll come across down here are a leprechaun and a Slash Dagger.



ED Well

Enrich Well



It shot out freezing cold air!



Doyle



Doyle is a mysterious halfling who also happens to be the second-in-command of Rodi's alliance as you'll soon find out. Like Rodi, he's a master of ninjutsu, and because of this, he's able to appear and disappear at a whim to aid your adventure (which he usually does).



Forte

Forte is an ex-member of your mercenary group (Buddy, we hardly knew ya) and is the unfortunate victim of a soul possession. It's for this reason that you and your group embarked on this quest to save him and the kingdom from the armies of evil before it's too late.

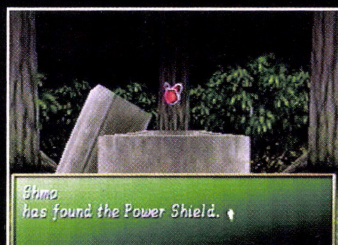


Turtthead received 40 points of damage!



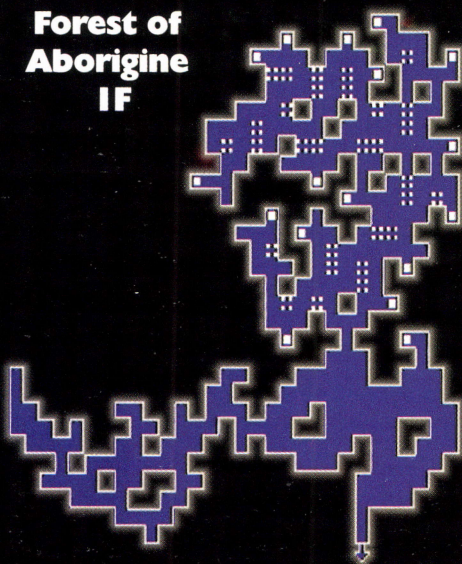
Forest of Aborigine IF

FOREST OF ABORIGINE



Bhmo has found the Power Shield.

The Forest of Aborigine is old and holds claim to many secrets. One of them, as you'll soon discover, is an entrance that leads to an underground catacomb located in the northwestern-most crypt in the cemetery. You can explore all you want down there, but you won't be able to proceed through it until you solve the mystery of the Aborigine Mansion first. The entrance to the Mansion is in the far western path of the forest, but since you're already out here, you might want to pick up the Power Shield, the Steel Sword, the Chain Mail and an Incubus in the various chests and crypts in the surrounding cursed land.





Rilix

Rilix is the new suspicious (not to mention sinister-looking) assistant to the king. With her all-seeing crystal ball mounted to her magical floating platform, you can't help but wonder what her role is in all of this. Unfortunately, you and your party are about to find out.

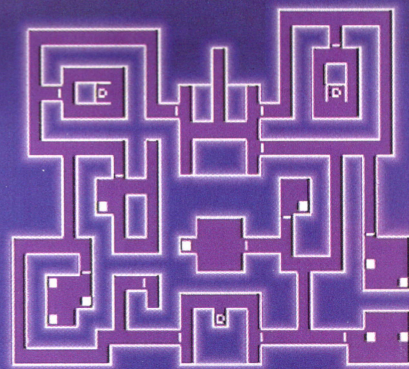
ABORIGINE MANSION

AM IF

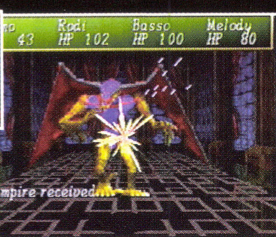
Aborigine Mansion 2F



Once you have acquired the Mansion Key from the undead warrior in the Enrich Dungeon, make your way through the Aborigine Forest to the Mansion of the same name. In here, for the doors that you discover that aren't locked, you can actually bust open with a running charge. You'll also come across a disoriented and ex-rival of yours, Basso who'll promptly join your party. Remember that Basso is the only member of your party who, when his HP is extinguished, cannot be brought back to life without the help of a priest (not to mention an incrementing fee). Also in the haunted mansion, you'll need to acquire the master key. To find this functional gem, you have to move a table and two beds around in a certain arrangement in the furniture room first. Also, in here you'll have to find and use the bottle of Holy Water in the room full of poltergeists to acquire a book. Replace the book in the library to acquire the crank to summon the time warrior.



Master of His Castle



Hidden deep within catacomb under the Aborigine cemetery, lies a secret passage to the Mansion not far away. Unfortunately for you, though, it leads directly to the host's sleeping quarters (which, of course just happens to be a vampire). Although he has a whole plethora of magic spells just waiting to cast on you, he's not as physically powerful as the late clock knight (Clockwork Knight?) you've just disposed of.

FOREST CATACOMB

After fighting and extinguishing the Knight, a secret passageway in the underground forest catacomb will open up that wasn't accessible before. Past the door (not to mention fighting hordes of poisonous ghouls), you'll come across a stairway that leads back up to the Mansion. Also, while down there, be sure to search the statues that are created in an image of the Clock Knight for items. At the top of the stairs, you'll be led to the master's lair, the Vampire. It looks like there was some merit in those old folk tales after all.

Galm



Galm is the fearsome-looking (just ask the local residents) overseer of your adventure who, interestingly enough, admires your courageous heart and noble spirit enough to aid you and your adventurous crusaders in your quest to conquer the southern caverns.

**Look for more coverage on
Shining the Holy Ark
in the upcoming issues!**



Aborigine
Forest

Catacomb
BI





system **Saturn**
publisher **Working Designs**
developer **Sunsoft**

strategy talk

This is the second part of the Albert Odyssey strategy guide. Part one is located in issue #36 on pages 40, 44 and 46. The last guide brought you up to Gadel just before you assault Balan's Fortress. This part of the guide will take you all the way to the end.

Albert is not the most difficult or complex RPG. But it is a lot of fun and the characters interact very well. Both the combat and magic system will be very familiar to anyone who has played a console RPG before. The end Boss is extremely hard but isn't that always the case? There isn't anything revolutionary in this game, but it will provide multiple hours of enjoyment and entertainment. Once again, this guide is not a hint guide but a complete walk-through of Albert Odyssey. Just to warn you, Radoria is not the main Boss/bad guy. There is someone bigger and much meaner.

—David "Aw, dammit"
Ruchala

strat-stats

time to complete: **50 hours**
challenge: **moderate**
is the world upside-down? **you betch ya!**
of holiday weekends spent at work: **every single one**

EGM²

ALBERT ODYSSEY

LEGEND OF ELDEAN

BALAN'S FORTRESS

Guy starts to insult Balan while you are sent to the right side of the fort to attack. This is an automated sequence. Two guards jump down from the battlements to attack you. It is an easy battle. Head into the castle. You need to find all three of the Silver Vixens, and save all of the hostages. They will prompt an event to happen. Head to the north side of the fort. Enter the blue and gold doors and meet Novia, who claims she is just an observer. She teleports out of there and you enter an automated conversation sequence. Your job afterward is to get out. Once outside, you see this is very difficult, especially because of Balan. The Silver Vixens get smashed when the priest comes back. She tells Balan to attack you/Pike. You'll get into a one-on-one battle with him but halfway through it stops because Pike's magic sword gets involved. You kill Balan and everyone runs off. Balan's body and Novia teleport away. There's an automated sequence to talk to king and Guy.



GADEL

Once you have defeated Balan, you are returned to the Gadel. Once inside, Belnard flies down on his dragon and kills Pike. Pike's magic sword saves Pike from dying and Estan (the strange man from Kalminat) comes and kills the dragon and shoots the rider into orbit. You go up to the king and he talks to you about the events you have just gone through. You now must go west to the town of Bagudoniell. Before you raid the king's castle for everything it has, head south to the birdmen's village (Weran). Head south past the main entrance to Balan's forest. Then head east to the bridge that leads to the birdmen's village. After you get over the bridge, head north into the forest.



WERAN

Once you reach the village, your first order of business is to upgrade your weapons. Now head up to the very top level of the village and you will meet Amon who will join your party after you stop the birdmen and beastmen from fighting. Now head back down to the ground floor and head to the exit in the northern part of the town. Keep heading north, and you will hit the beastmen's village of Tuwara.



WERAN

TUWARA

First things first, get new weapons. Now talk to everyone around and you will get the same impression as you did in Weran. Now head to the north and into the house at the top right of the village. Now talk to the village elder. When you leave, you will come across a suspicious-looking beastman, follow him and you'll find that he is not a beast- or birdman, but an evil sorcerer from Radoria's forces. You get to fight him and then after he is defeated, you are automatically returned to Weran.



You become involved in a long conversation with the leaders of both villages. Amon comes down and tells them that they are stupid and joins your party. Now leave the village and head back toward the beastmen's village. Head into the village and back to the elder's home. Inside, Chad is waiting for you. After some conversation, head to the boat and across to the Western continent.



This strategy guide was done on an incomplete version. Character and town names are subject to change.

THE MOUNTAIN PASS

Move north to the save point and then from there you will need to move to the upper-left of the screen, where you see a bridge. Move across the bridge and you will see a dead dragon. From the dragon you will automatically move to the next screen. Estan is fighting off a bunch of dragons. Enter a long automated sequence where Belnard and Estan duke it out. Belnard wins but Estan casts a mega kill-'em spell. All of the dragons are dead, so it is up to you now to kill Belnard. After the battle, move to the lower-left of the screen until you come to an exit.



BUGDONIEL

Bugdaniel is located in the middle of the desert. Head southeast until you run into it. Once you reach Bugdaniel, you will need to talk to Guy, but don't worry—you are automatically taken there. Ceramis gives you 700 gold so you can buy new weapons. Do this right, because when you rest in the inn, Leos gets

very sick. And guess who just happens to come to the rescue? None other than Lulu, the crazy lady from the bridge and Gigarl. Lulu asks for all of the party's money to heal Leos. Give her it and move on to the Air Castle which you are automatically taken to once you step outside of the inn.



THE AIR CASTLE

You will automatically get into the Air Castle when you reach it. Guy, Varetta and Ceramis will take out the first three dragons and you are responsible for the next. Once inside the castle and after you have killed the dragon, head through the door to the north. Once in there, you see a staircase. The door at the top of the staircase is locked. You need to go to the door to the left and travel up to the top level. Flip the switch and head back to the double doors. They are now open. The door right below the stairs contains a magic well and a save point. After you

have unlocked the Main door, move to the door to the right of the staircase. Walk through them until you come to a door. go in and flip the right switch. This will unlock a second set of doors that are inside the first set. Head back to the main room and go through the door on top of the staircase. Once inside the door, head north, stopping at every room you can. As you go through the doors, you will come to one directly north of the one you used to enter here. If you unlocked this door, it will be open. Head up the stairs. The door on your right leads to a

room with weapons in it. Look for a switch in the room below it. The doors to the left lead you to Radoria's lair. There is a save point and a health pond just before his lair. Once inside, you are treated to another long automated sequence. Estan and Radoria get into a tiff and Estan loses. You guys attack Radoria and defeat him. After the battle, Varetta teleports everyone to a mountain cliff to watch the Air Castle sink into the ground. You return to Gadel and everyone except Eka and Pike goes their separate ways.



THE HARPY FOREST

Pike and Eka return to live out their days with Laia and the rest. A strange purple-haired girl tries to drag Pike off to Goate. A conversation ensues, and the party is reunited. Everyone except Leos is here, and you have a new party member named Carol.



Guy and party can dish out major damage but that doesn't help them out in the end.



Radoria can do some big damage, but if you keep attacking him, you'll beat him.

GADEL

You're here to see the king again—don't worry, most of it is automated anyway. It turns out that Guy, Ceramis and Varetta have disappeared and it is up to you to find them. Also, Balan is back. After the conversation you are teleported to the town of Angus.



The party is reunited once again with the only difference being a new member named Carol.



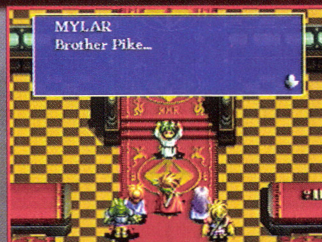
The king tells you that Guy, Ceramis and Varetta have disappeared. Go find them.



Pike...I called you here to ask you to locate BARAN, and to find GUY and the others.

AGNUS

Once here, you are dragged to talk to a flaky priest named Mylar. After you talk with him, you need to go to the weapon shop and upgrade your weapons. Now leave and head to the sailors' village of Sitonus. The village is located to the southeast of Agnus.



Mylar is a very flaky priest, but he does give you some valuable information.

SITONUS

When you arrive in the village, you'll need to upgrade your weapons and then head to the captain's home which is located just below and to the left of the weapon shop. While talking to the captain, you find out that a sea monster is attacking ships. He promises to take you to where you want to go, only if you get him a treasure off a ghost ship. It is all automated to both the Barracuda and the Ghost Ship.



MYCENT

Your first order of business is to upgrade your weapons. Now head north from the weapon shop and you will run into, literally, a girl with green hair. After this talk to the people in the town and you will find out about some Ancient Ruins to the north of the city. Head north and take the right branch through the forest.



GADEL

Nothing to do here except heal. After the conversation with the king, you are told to go back to Mycent and use the airship to go to the Kingdom of Fargasta and find Guy and Ceramis. Use the Teleport spell that Carol possesses and teleport to Mycent.



MYCENT

Once you get to Mycent, you'll find that the town is very quiet. Head to the factory in the northern part of the city. You find Guy (who is under a spell) and see that the airship has been destroyed. Krishna is here and a conversation takes place. During the conversation, Guy is turned into a dog and Eka is turned into a pig. You return to Gadel to have Varetta change her back. Now you are off to Chestoria to see the queen.



THE GHOST SHIP

Go into the Ghost Ship and head down into its bowels. The treasure is located in the last room on the level. Leave the ship and get ready to battle a sea monster. After you kill the sea monster and get off at the port, head east until you hit the snow, then head northeast until you see the city.



GRAVEYARD OF AGES

Enter the site and head northeast where you will find an exit to Area 2. At the lower-left is a save point. Head north until you come to a bridge. Cross it and enter the door. Varetta is behind the door with the new set of bad guys:

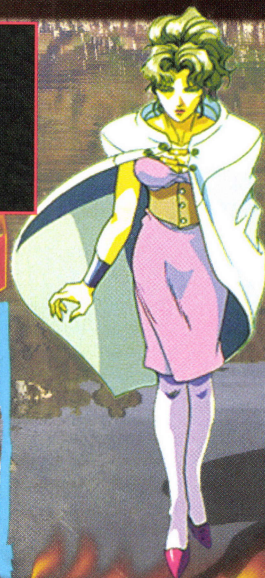
Norma (from Balan's fortress), Ain and Krishna. The guardian wakes up and attacks you. After you defeat him, an auto conversation sequence takes place. You are then transported back to Gadel.



CHESTORIA

When you get to Chestoria, you will need to talk to the queen. When you arrive in her chambers, you see another Gryzz. A conversation takes place and both Gryzzes are taken prisoner. The party will wake up around midnight to look for clues. Head to the circus at the east side of town. You'll find a letter in the right room and take the owner to see the queen. After the queen reads the letter,

she is taken hostage and is dragged back to the circus. You guys follow and find out that they're both impostors. After some talking, the real Elder shows up and you get into a fight with the fake Elder and the clown. You will also find out that Krishna is behind all of this stuff here in Chestoria. After the battle, you need to go to Agnus. Upgrade your weapons and heal yourselves at the inn before you leave.



AGNUS

When you get to this town it has been attacked and a lot of people are dead. Go to the church and you will see the priest lying on the floor. Carol teleports you to Mycent.



When you enter Agnus, you see the city destroyed.

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MYCENT

Once in the city, you find Varetta and she heals the priest. You will go to the factory and see the airship. Talk to everyone in the factory. They will give you useful info for the magical city to which you are traveling. After you talk to everyone, Varetta will come in and talk to you. Enter the airship and you will automatically head over to the magical city.



EAST TOWER

In the East Tower you will see two sets of stairs. First you need to explore the first level and open all the chests. Now go up to the second floor—it doesn't matter which set of stairs you choose. The stairs to the third floor are located in the southern section of the tower. On Level 3 there is nothing special so continue on up to Level 4. Here you will fight Ain. He is going to be a tough fight, so try to be in at least the 42nd level before attacking him. You want to be in the mid- to high-40s before attacking the Boss in the North Tower and in the 50s before attacking the Boss in the Main Tower.



NORTH TOWER

Once in the North Tower, head to the upper-right of the screen and open the chest. Then move up the stairs to the second floor. There's not much on this level, so just walk around and engage some enemies so you can move up levels. Now move on to the third floor. The third floor has two doors and a staircase. If you go into the doors you will be teleported to a different part of the third level. Open the two chests and move on to the fourth floor. Nothing important here. Do not go into the two doors here. They only lead to the third floor again. Go up to the fifth floor and head into the door right in front of you. Go through the next door and you will fight Guy (he's under a spell). After you defeat him, you will be taught the spell "Karna Blade." This spell will double the amount of damage you can dish out. The Silver Vixens come to take Guy back home, and you are off to the Main Tower.



FARGASTA

This is the final tower you will have to get through. Before you try to tackle Novia, you will need to be around the 55th to 60th level. The tower is complex and you will get lost if you don't follow my directions exactly. You are going to start out on the penthouse. You will automatically go through the door and into a room with a fountain. Touch the fountain and you'll be whisked away to the eighth floor. In the upper-right corner of this level is a save point. At the bottom of the level the party will run into an elevator lift. Take the lift down one floor to the seventh floor. On that floor you will find two teleport

spots (blue glowing circles on the floor). Take the teleport on the left-hand side of the level (the second one you find). This will teleport you to another part of the level where there are three teleport spots. Step on the middle one again and here is a room that looks the same as the last one you came from. Step on the left one and you now find a corridor that leads to a room with a fountain in it. Touch the fountain and you are sent to the sixth floor. On the sixth floor there are two rooms. Go into the closest room. There is nothing here but if you wait, the floor gives way and you are sent to the

SOUTH TOWER

Balan is located in the South Tower. You will find some good weapons, armor and items on the first and second floors. The third floor is just a hallway that leads to the fourth. Balan is going to be a long, long fight. It took me about 20 minutes to defeat him. After you kill him, move to the West Tower.



The South Tower is known as the Green Tower.

Balan is the main Boss in this tower.

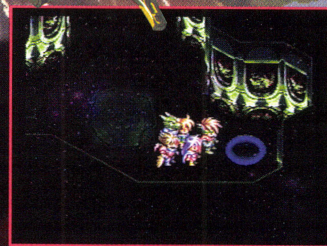
WEST TOWER

Once you enter the tower, you will run into the clown from Chestoria again. He will give you clues to unravel this maze of a tower. There are no stairs to Level 2 but you realize that the rooms are strange. You will need to enter the room to the right of the entrance point. Enter the room then exit through the door you came in. You are now in a new room. Next, go back through the door you came in again. In this room you will find stairs to the second floor. On the second floor you will run into the clown again. Enter the room that is just

to the right of you. Search the coffin and head out the door to the lower-right (not the one you came in). Head down the long corridor and search the room just before the stairs for some armor and weapons. Go up the stairs to Level 3. Here's the clown again. Go into the room in front of you. After you go through a lot of doors, you will come to the stairs to the fourth floor. Here you will meet Krishna. After a hard fight, the clown reappears. It is Ceramis, and he is just a little screwed up after the ordeal. Next go to the East Tower.



fifth floor. On the fifth floor don't bother with the fountains in the rooms. You need to go to the lower-right corner of the level and find another lift. Go down to the fourth floor and you will find two rooms here. The nearest one holds a save point and the farthest one contains a crystal that will replenish your hit points and magic points. Go back to the lift and drop down to the third floor. On this floor is a room with a fountain in it. Use it and you're transported back to the fourth floor. Leave the room and step on the teleport spot. You'll be taken to the second floor now. Go straight down and you'll find a lift. Take it to the fourth floor again. On this part of the fourth floor there is one room. In it is another magic statue. Use it and you're off to the seventh floor. On this floor there is a nearby room with a fountain. Use it and you're off to the first floor finally. There is only a straight corridor, a room that has a save point, and a lift. Take the lift down to the basement. Here is a corridor that will lead you to Novia's lair. She is not the main Boss but she does have two forms, neither of which is hard to defeat. But when she summons the Forever Queen, get ready to have your butt whipped. She is very hard, doing party damage in the 800 hp range. I am not going to ruin the ending for you...



Look for the blue teleport spots on the floors.



This is Novia's second form.

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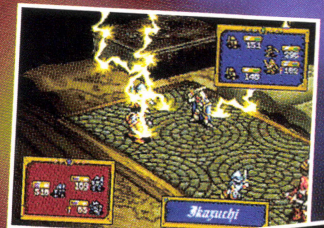


An enhanced version of the popular 16 bit title - now impossible to find! *Ogre Battle: The March of the Black Queen* features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

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system
publisher
developer

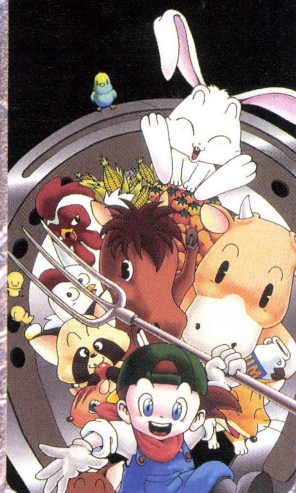
Super NES
Natsume
AMCOUS

strategy talk

This game has more complexity to it than you would at first think. While on the surface it seems to be an RPGish farming simulation with little more than crops and livestock, there is certainly much **MORE!**

While money is an important part of the game, taking a wife and having a child is perhaps the most critical point. You are evaluated on a 300-day performance, so taking a wife early is key to having a happy life, not to mention a child!

—Jason "It's Too Much Effort" Streetz



strat-stats

time to complete: **2 days**
Eve's love: **782**
livestock usage: **zero**
tomatoes harvested: **1,105**
won the egg hunt?: **yes**



In this follow-up guide...

1. Generate lots of **MONEY** easily!
2. **EXPAND** your ranch quickly!
3. Impress and **MARRY** a woman!

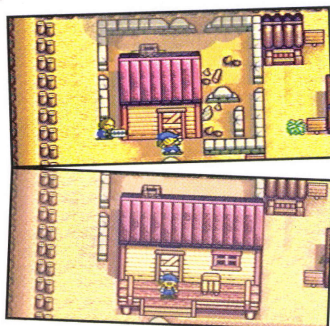
GUIDE TO LIFE, LOVE AND HAPPINESS



Use this pattern initially to make the most efficient use of crops.

Money may not be everything, but...

It sure helps in the first year or so. While it may be tempting to totally forsake any kind of social life and just grow crops and raise livestock, your ending will be better if you take a wife and have a child. To do this, however, you will need money to extend the house: first to accommodate a wife and again for the child. To do this will take a total of 15,000 pieces of gold and 750 pieces of wood material. Once you have extended the house twice, you no longer need to worry about creating massive cash flow. Later in the game, if you do have about 20,000 pieces of gold or more, traveling merchants may arrive to offer you special mysterious trades...



Extend your cabin once and you can accommodate a wife. Expand it again and you can support a child.

Making the most of your first spring season

First, purchase a bag of turnip seeds. These are the fastest-growing crop available. Considering their growth time as compared to potatoes (next shortest growth time), turnips are ideal with regards to money spent compared to money gained as compared to time of growth. Use the pattern pictured to the left for the most efficient means of planting, watering and harvesting the crops. Once you have made the money from this first harvest, buy as many more bags of turnip seed as you can with the profit. Chop logs at night with whatever stamina you have left. You will need them later once you have the money to extend your house. Chopping them early will help you save time later...

The solid road to love and children...

1. Choose the woman you wish to marry. Be sure to learn her interests and dislikes. Give her presents **EVERY** day.
2. Remember, before marriage you can stay out late indefinitely. Attend to the female of your choice **FIRST**, then leave the evening free for work. Things like fence repair and weed pulling can wait until dusk.
3. Travel frequently to the mountain pass area for berries, herbs, flowers and fish. These can all be used as gifts if you cannot afford one yourself. Not every woman likes all these things, remember!
4. Once you have about six or seven hearts in the diary of your chosen woman, you should be able to marry her. Once married, continue to give her gifts **EVERY** day.
5. If done correctly, she should announce her pregnancy about midway through the first summer season.

Courting a future wife...

Travel to the mountain pass when you don't have anything to offer the woman of your choice. There you can find berries and other presents.



Once you are married, keep up the gift-giving!



As was detailed last issue, each woman has certain special areas to locate at certain times. Be sure to make as many dates as possible, bringing gifts and such when possible. During festivals, dance only with them!

Sweet Dreams.

In the nightmarish world of the Swagman, members of the Dreamflight are being held captive. The twins Zack and Hannah need your help to make the night safe again for happy dreams.

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-GameFan

"Swagman's dream-like graphics and involving gameplay will capture the player's imagination!"

-PS Extreme



SwagMan

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For Swagman hints and tips: CALL 1-900-77EIDOS \$.95 per minute / must have touchtone phone. If under 18, must have parent's permission.

NINTENDO⁶⁴



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everything your
mother said
about running
with sharp
objects

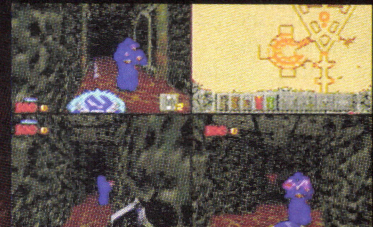


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system
publisher
developer

PlayStation
SCEA
Media Vision

strategy talk

Well here is the second installment of the Wild Arms strategy guide. This part will take you through to the end of the game. In addition to the rest of the walk-through, I have included some additional things that can be found by the gamer who wants to get it all. These secrets are various things that you can do in the game but don't have to. They will help the party but will take some effort to get.

For those of you who haven't tried Wild Arms yet, GO AND PLAY IT! This game is phenomenal and will definitely hold your attention for a while. The great graphics, powerful gameplay and deep, rich story line will keep your attention and challenge your abilities.

For the impatient reader here's a quick reference. Just follow the red text for the the key points.

—Scott "Just Do It"
Augustyn

Special thanks to Akira Nakada (e-mail: aki-ran@uky.campus.mci.n et) for his FAQ and hints on Wild Arms.

strat-stats

time to complete:
40+ hours

challenge:
moderate

of times reloaded?
five

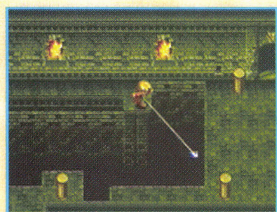
most useful spells:
Escape and Teleport

sequel planned:
I hope so...

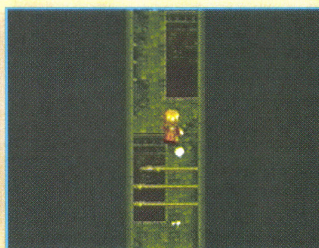
WILD ARMS

PART 2: THE CONCLUSION

GIANT'S CRADLE



Here you will be faced with a couple of tricky puzzles. **One thing to be aware of all the time is the location of alternate routes.** Keep your options open. You may find that the route you choose is laced with traps.



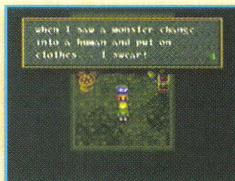
Once you reach the Golem, you will have to **escape and go to Adelhyde to get Emma.** Then return here to receive the Golem.



HIDEOUT

After returning to Court Seim, you will receive a threat by Alhazard. In the hideout, run around and get everything from the area. **Don't forget to talk to the dog.** Then run back and **use Hanpan on the child that is next to the nun.** He will move and you will be able to continue through

the level. Alhazard is not too tough and should be a minor threat only.

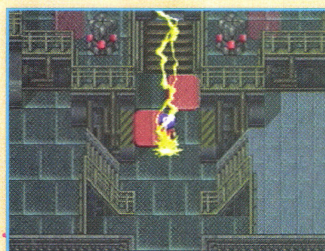


EPITAPH SEA



Remember to use the wind-up key whenever you see robots. This will not only get you in the place, but will also let you get a new technique for Jack. **Give the password "Birds Flight" to get the skates for Rudy** and make it to the end of the tower.

PHOTOSPHERE



You have to **bomb the generators** before you can pass the electrified floor panels.

Always keep your guys healed. **You will be forced into one battle against a Golem.** Use fire to crush it quicker.



The **blue-robed figure will lead you to where the tear drop is.** From there, you will be able to find the path to Mother. Mother is not too hard and you should be able to beat her without a problem.

**SHE'LL
KICK YOUR
BUTT
AT E3 AND BEYOND**



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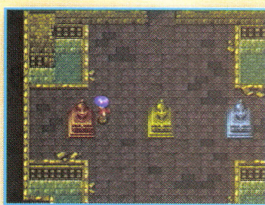
DRAGON SHRINE

The trickiest puzzle in the place is this block puzzle. **When moving the boxes, be careful not to push the left and right blocks too far down.** If it is too

far, nothing will happen except for you getting frustrated. At the end of the level, you'll find Lucadia, the ocean guardian. You will have to face Lady Harken first. She is not too tough, but will offer a little challenge. Make sure your characters are healed.



DEAD SANCTUARY

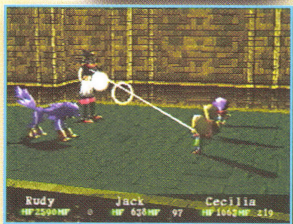


This is the trickiest puzzle. In order to get the statues to work, you have to **destroy the light blue statue.** Then arrange the statues like this.



Upon reaching the end of the sanctuary, you will be attacked by Boomerang and Luceid.

These two are very tough, so make sure you are healed before you get there. Luceid is weaker, but if you **kill Boomerang, the battle will end. The Saint spell works well against this Boss.**



GATE GENERATOR

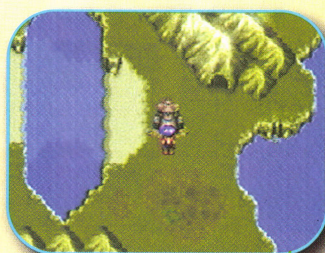


After following Zed through the place, you will be approached by Zeikfried.

When you flip these switches to **open up the doors, be sure to close them as you go past.**



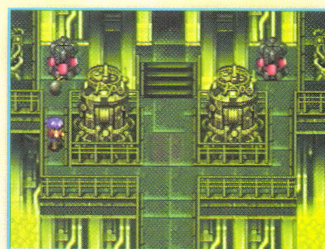
WANDERING ISLE



There are no tricky puzzles in this maze. Just be sure to keep

Jack as your lead character. You will need his grappling hook to get across. You will also **need to find the Ocarina. It is in Rudy's father's home.** You will need this to cross the shallow that is on the other end of the tunnel.

DEMON'S LAB



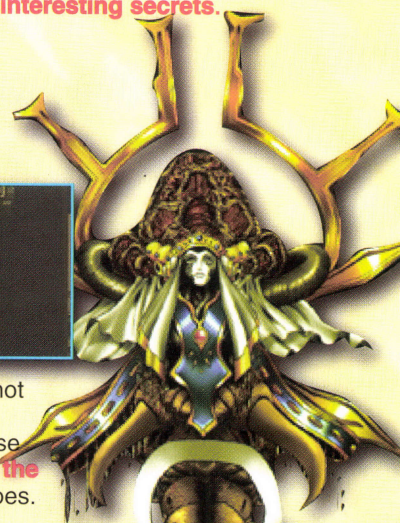
You will need to **find the generators for the floor panels** in this maze. Have Rudy blow them up with bombs to get over that area. You will come across one **door that will require a password. The password is: Demons Gate.**



Be sure to go into every room that you can before heading to the end. You will learn **what the demons are planning and other interesting secrets.**



Be ready to fight off a Golem. He is not as tough as the others but has some surprises. Keep your guys healed. Use the grapple to **attach to Zed across the gap.** Then follow him wherever he goes.



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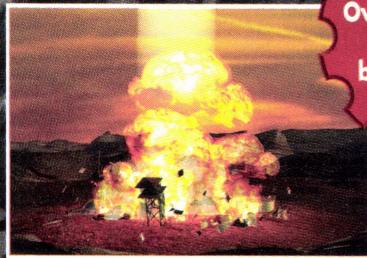
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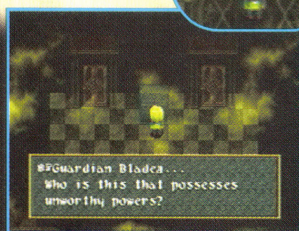
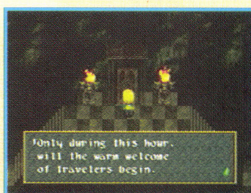
In the ELW world, there are a couple of things you have to do: **Talk to the four city elders in Tarjon village; go through the forest prison and find the life guardian; and meet Vasim**, Mariel's brother.

DE LE METALLICA

This place is full of illusion. The trickiest parts of the place are this: The chest puzzle, pictured below and to the left, can be answered by **opening the third and fourth from the left**. The next toughest puzzle is the Doors of Question. A stone slab will ask you a series of questions.

Only the correct answers will allow you passage to where you want to go. The **correct route is left, right, right, left, right**.

Also be sure to **take all the books that you come across**. If you collect them all Jack will learn a new fast-draw technique.



SHIP GRAVEYARD

After going back to Aldehyde from the Gemini's Corpse, you will find out that the rest of your group has found the other gemini circuit.

The problem is that they were attacked and the ship was sunk. After the cinema is over, **go to the ship graveyard and check the beach**. There you will find the missing gemini circuit. Next stop is Pandemonium.



FOREST PRISON

When navigating the forest prison, try to **take the paths to the right**. Don't be afraid to wander. You can find a lot of treasure if you are thorough. You will NEED to find the life guardian. **The guardian is locked in a chest**. You need to get the key from the elders in the Tarjon village in order to open it. This guardian is a great asset to your party.

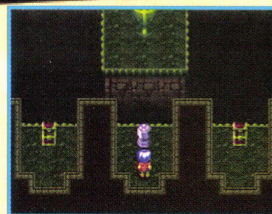


RUDY'S DREAM

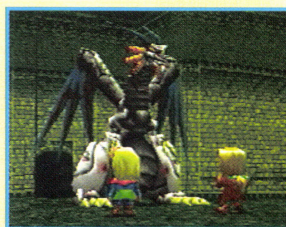


After retrieving the life guardian and the evil guardian, head back to Vasim's workshop. After a little story, you will have to **face a Boss with Cecilia**. This Boss' **weakness is the Saint spell**. After you defeat the Boss, you will be rewarded with Rudy and the guardian of Love, Raffina. She is a great guardian to assign to Cecilia.

GEMINI'S CORPSE



The most annoying puzzle in this labyrinth is the one with the jewels. One way to make sure you get through the level without that jewel problem is to **always grab the jewel after the other character has moved through**. Use **Rudy's punch to send across that grapple block** (left pic).



The Boss of this area is a giant mecha-dragon. He is not too tough but does have some nasty group attacks. Use **Cecilia's mystic power to keep the group healed up**, or use the Remedy spell if you have found it by now.

Let's See Your Joystick Do this!



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PANDEMONIUM

This castle opens up with a little twist. You are taken captive and must fight your way out. **When you use Hanpan, you can explore a lot because you won't be attacked.** The switch that you need to find is to the northeast. **Don't have Rudy attack the guard until you get all of your party back together.** Once they are together, you will be able to make short work of him. The end of the level brings about the arrival of Ka Dingil, the dimensional elevator. This will lead you to the end, but you must go to Arctica first.



The prison isn't too big but requires some teamwork to get through. Watch those switches.



ARCTICA CASTLE

There are no real brain benders in this level. Just be sure to go through every room, check each area that you can, and collect all the chests. When you reach the end, you will have to fight Lady Harken again. She has the same attacks as before, so it's not too different from before. **Once you defeat her, you will be rewarded with the courage guardian.** This is a strong guardian for Jack to have equipped. Now you can head to Ka Dingil for the next step.



In the castle, you will find the throne room. **Have Jack examine the chair,** and you will receive a new technique. This technique is called Void and it tries to just outright kill entire groups of enemies.

KA DINGIL



Be ready for a tough battle at the entrance to the tower. You will have to fight Boomerang and Luceid again. To open the door puzzle to the right, **switch the first two switches and jump down and flip the left lever.**



This puzzle is the easiest in the tower. All you have to do is **move each lever once and the door will open.**



MARDUKE

This switch will send you to the three areas that you need to go in



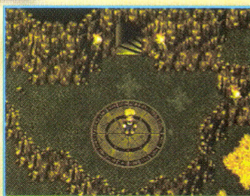
order to find the keys to move on. The **first key is hidden behind some door switches.**

The second, in the mines, is the eye. To find the correct eye, **put it in front of the eye plaque.** If it flashes red, then it's the wrong one; if it flashes blue, it's the right one.



For a little extra challenge, **put out the fire here then play the guitar.** You will fight one of the eight Golems. A special item will be given as reward though.

The key that you are looking for in this level is right **behind the tombstone, on the left side.** One down.



Once you get all the keys head for the main door. Through this door you will be given the opportunity to go back to Filgaia. **If you do back, you will have to go through the maze again.**



You will have three fights: two at the control center and one on the way back. Be ready.

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



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N64



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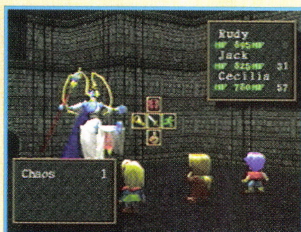
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SECRET ITEMS AND MONSTERS



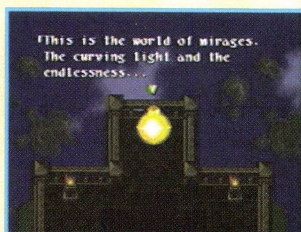
MEMORY TEMPLE

At the temple in the beginning, you should enter the name Emiko. This will get you past the security system and get you a special item. You can learn this name in Aldehyde late in the game.



MAZE OF DEATH

After getting to the end of the maze, a timer will start to count down. Teleport to the beginning of the level and head north to the room with the save point. Blow up the north wall and head to the top to fight the guardian of death.



WANDERING ISLE

Before leaving, try using the warp points in a different order. Try going left or right, then to the top. This will take you to another guardian. The warp will then take you back to the beginning of the level.



HEAVEN'S CORRIDOR

This place is available once you get the flying machine. Be careful of the floor when you are going; there are traps that send you back to the start. Use the tear drop between the trees at the top.



TEMPLE OF ILLUSION

In order to open up the gate to the temple, you need to complete repairs to Aldehyde and talk to a new guy in the pub. You also need to talk to the Baskar village's leader's dog. Then use that item in this order: NW, SW, SE, NE, W, S, E, N.



SAINT CENTOUR

Toward the end of the game, if you head back to this town, you will encounter something special. Talk to the blind woman on the west side of town. She will tell you about her new friend. Head out of town then and fight Zed.

RUINS FESTIVAL

Some good things to do when you are in the festival are: Buy as many flowers as you can (they increase your luck) and play the games (they will give you prizes to increase your stats).



RUDY'S RADAR

Once you get Cecillia's staff, go back to Milama village. In the southeastern house, use her staff on the dog to move him. This will help you find treasures throughout the local area. The spot will flash green if there is a treasure there.

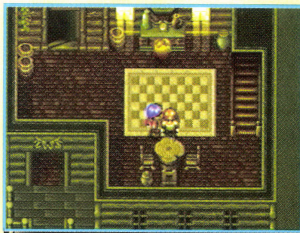
BIG EXPERIENCE

The three islands in the south hold some major enemies. These baddies are alien in appearance and absorb enormous amounts of damage. Use Jack's divide shot on them.



FIXING ALDEHYDE

Toward the end of the game, you can go back to the town and have them rebuild it. You will need A LOT of money to do it. Each time you contribute, leave and come back. There will be a new person each time you contribute.



RUDY'S 4TH FORCE

After you receive Rudy again, from his battle with Zeikfried, you must go upstairs and talk to Vasim again. He will give you a long speech and will enable you to use your fourth power, the fury shot. This triples the power of an ARM shot.



BLACK MARKET

After you finish with Gemini's Corpse, you should have an item called the Black Pass. Use this item on the bookshelf in the item and weapon shop in Aldehyde to get access to some very useful items.



ANCIENT ARENA

The ancient arena is a place to fight. You can get a lot of money and experience here. Use Jack's divide shot to whittle down the opponents. Come here after Ka Dingli to fight Boomerang again. Punch out the blue window in the back to reach another secret Boss.



We have deadly proof
that history repeats itself.

Dian Wei

Dian Chan

Zhang Fei

Xiahou Dun

Taishi Ci

Zhuge Liang



三國無雙

DYNASTY WARRIORS™

The fighting game with real history behind it.



Lu Bu

Lu Xun

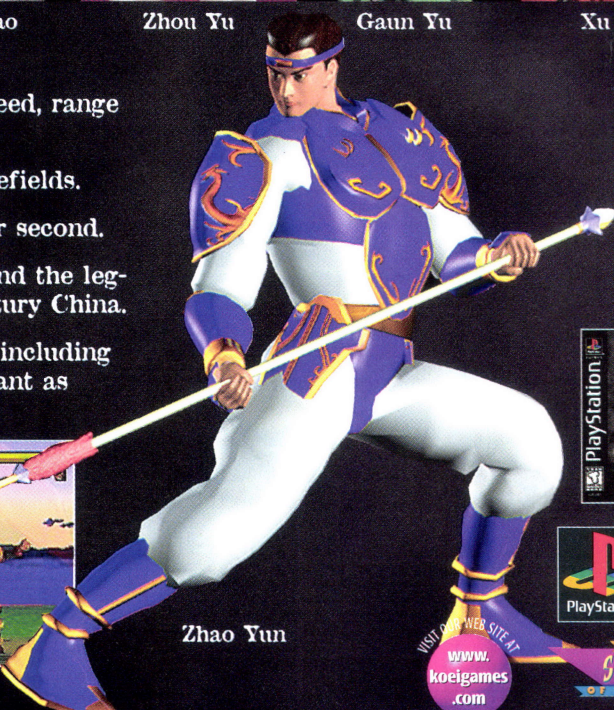
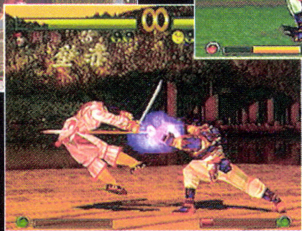
Cao Cao

Zhou Yu

Gaun Yu

Xu Zhu

- Traditional Chinese weapons dictate style, speed, range & accuracy of attack.
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- Fast gameplay — ultra smooth 60 frames per second.
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Star Fox 64



system
publisher
developer

N64
Nintendo
NCL

strategy talk

Star Fox returns for the third installment, and it totally shows off what the N64 can do.

Star Fox 64 adds game-play elements that were found in SFII, (which, unfortunately, never came out) like being able to flip your craft around. Newer features—like being able to lock onto enemies and the medals—make this game a sheer joy to play.

Star Fox 64 isn't too tough, but the average player will spend days trying to get all of the medals. Once again, Nintendo comes through in the secrets department. Skilled players can expect to be treated to some nice Easter eggs.

The element that I liked was the bonus hits capability. If you hit more than one enemy with a charged shot, you get additional hits toward your total. I played through the game looking for trick shots.

Star Fox 64 is the hottest shooter this year. It has perfect gameplay and plenty of things to keep you interested.

—Andrew "Worship Me" Baran

strat-stats

time to complete with all medals:

five days

challenge:

tough

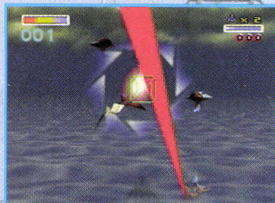
hardest medal to get:

Boles

favorite level:

Macbeth totally rocks!

EGM²



Spinning reflects lasers away from your craft.



The flip is ideal for picking up groups of items.



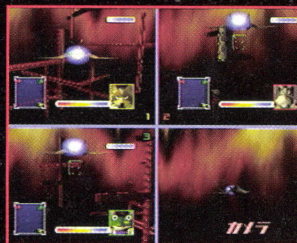
This quick turnaround is great for strafing.

DOGFIGHTING

When fighting against opponents, you should always remember your capabilities. You can reflect lasers by spinning. If an enemy is behind you, you can turn the tables.

Always keep moving and your opponents will have a hard time hitting you.

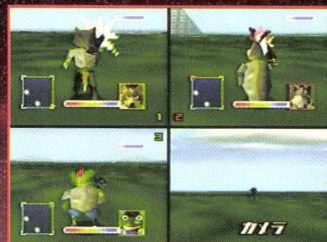
MULTIPLAYER



Multiplayer Mode is an intense thrill that lets players use three separate forms to destroy their foes. The ship is the fastest and can turn around but the tank takes a while to do so. However, the tank can lock on enemies a lot easier. The characters can stop all motion and hide themselves and snipe. You'll want to avoid tanks as a character.



Acquire all of the medals in order to get the tanks.



Beat the Extra Mode's hardest path for the Star Fox team!

FOR EXPERTS ONLY

You can open up a number of secrets by fulfilling certain tasks on each level. First, none of your wing-men can get shot down. Second, you must shoot down a set number of enemies. The number ranges from 150 to 300 hits. Some of the secrets that'll open up include playing as your father, harder levels, more vehicles in the Multiplayer Mode and a sound test.



TITLE SCREEN FUN

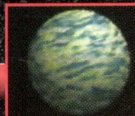
You can play around with the characters on the Title Screen by holding the Trigger, Right and B. Move around the 64 with the analog controller.



CORNERIA

REQUIRED HITS: 150

Getting 150 hits is really tough. Every shot will count. Try using your charge blast to knock multiple foes out at once for bonus hits. If you're good, you can net 16 hits before you reach the shore in the beginning! Blast the giant red robots for five bonus hits. You'll have to go through the waterfall in order to reach the tougher levels.



COURSE #1
DIFFICULTY: ALL



HITS: 10

Aim for the legs of the mech in order to cripple it.



THE MECH

First, fly between the mech's legs for a bomb. Then go after the cockpit which is the green section. This does the most damage. Or you can take out the legs and cripple it for an easier shot.



Secret Route

After the checkpoint, Falco will come under fire. Save him. Then fly through all of the islands. You will be able to fly into the waterfall to a new area.



HITS: 10

STAR FOX 1 BOSS

Go through the waterfall and you'll fight the first Boss from the original game. Shoot its rockets for a complement of life rings.

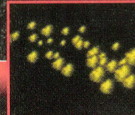


THE ORIGINAL!

METEO

REQUIRED HITS: 200

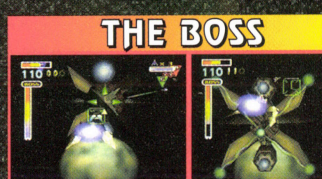
There is a hidden warp that you can use to collect the required 200 hits. Fly through the rings of blue arrows. If you can fly through them all, you'll warp to a strange area. The Boss is pretty simple. First, blast the yellow markers as the front piece rotates (dodge the oncoming green gas). Then nail the back half. A rotation to the side should dodge his shots. Then he'll turn around. Stay right in front, and his beams should miss you. Blast away.



COURSE #2
DIFFICULTY: EASY



Use the warp to reach Katarina, as well as for nabbing a hundred or more hits. Just fly through all of the rings.



THE BOSS



HITS: 10

TIPS AND HINTS

1. Fly between the five circles of asteroids to obtain a firepower power-up.
2. Destroy the twisting cave serpents and look for a ring of asteroids. Fly between them and a weapon upgrade will appear.
3. Save Falco from his attackers, and he'll destroy an asteroid containing a gold ring.



SECTOR Y

REQUIRED HITS: 150

Sector Y is a docking bay that has come under attack by men in power suits and war ships. This level is perfect for learning how to use charged shots to hit multiple enemies. Despite being down the difficult path, this level is pretty simple. Group the gun turrets for easy pts.



COURSE #2
DIFFICULTY: HARD



Use a bomb on this screen to pick up a lot of hits.



HITS: 10

POWER SUIT

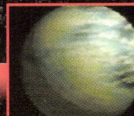
After dispatching two wimpy power suits, a third will launch off and attack. Nail his shield a few times and every hit will do four times the damage. Kill him quickly or your wingmen will take the hits.



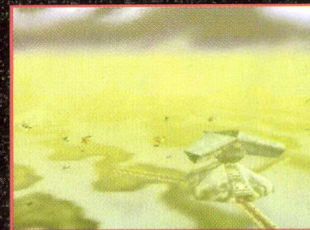
FORTUNA

REQUIRED HITS: 50

Fortuna is one of the easiest to acquire a medal. Simply defeat the renegade Star Fox team without your team killing them as well as a few ships from the beginning. **Remember:** If you beat this level, you will not be able to get a medal on Boles. Choose another path.



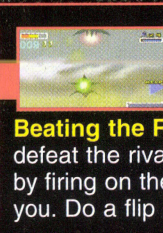
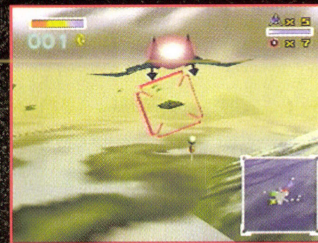
COURSE #3
DIFFICULTY: EASY



The renegade Star Fox team will test your skills.



Clear out the cannons on the periphery in order to collect some life rings.



DOGFIGHT!

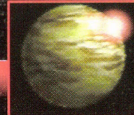
Beating the Rogue Team: The best way to defeat the rival team is to get their attention by firing on them. Then let them get behind you. Do a flip and you'll end up behind them!



KATARINA

REQUIRED HITS: 150

Katarina is under attack, and its defense forces are getting mauled. This mission will require you to target enemies. Because there are a number of ships on your side flying about, it would be bad to gun them down. About midway through the level, the enemy mothership will appear and let loose a swarm of fighters. Get as many as you can before taking on the ship. The underside sections are worth five hits each.

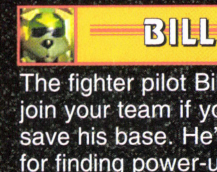


COURSE #3
DIFFICULTY: MED.



GROUPING

Circle around behind your wingmen to catch groups of three enemies each for multiple-hit bonuses. Fly counter clockwise to find the most groups.



BILL

The fighter pilot Bill will join your team if you save his base. He's good for finding power-ups.



HITS: 10

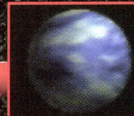


The center of the ship's weapon is the weakness. Shatter it and the ship will implode. You have a timer, so you must act quickly. A single bomb should be all it takes to win.

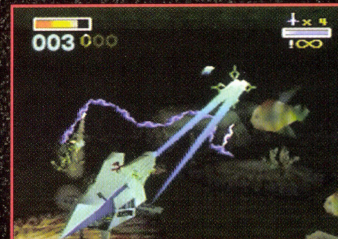
AQUAS

REQUIRED HITS: 150

This level has you piloting a submarine. One thing that is different is that you have an unlimited supply of torpedoes, so you'll want to keep firing them as much as possible. Most enemies can only be harmed in this way. Midway through the level, you will come across some ancient temple structures. Destroy them all and a gold ring will be revealed. Go slow, and you should be able to get through.



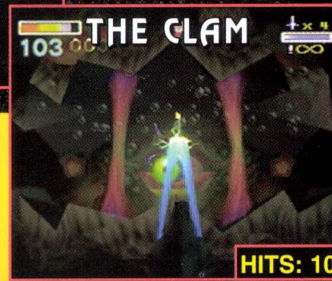
COURSE #3
DIFFICULTY: HARD



To kill the maximum number of enemies, keep tapping both missiles and shots repeatedly.



The clam is pretty easy to kill: Nail the three growths on its lid for a bonus (three hits each). Then shoot the strands that hold the shells together. His eye should be easy to kill.



HITS: 10

ZONESS

REQUIRED HITS: 300

The Boss of ZoneSS can be destroyed by hitting the pipes on either side of the cockpit. Shoot the pearls to get bombs and keep firing. When it goes underwater, shoot the periscope with a bomb to disable its targeting. Bomb one of the side guns, and shoot the crane. Victory is yours. A new teammate, Cat, will join you.

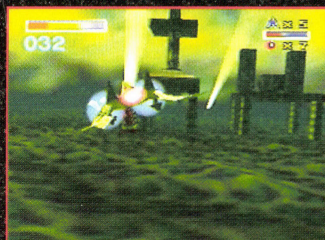


COURSE #3

DIFFICULTY: HARD



CAT



Shoot out all of the lights to reach the next level.



The Boss of ZoneSS is one of the hardest in the game.



SEA PLATFORM



HITS: 10

SOLAR

REQUIRED HITS: 100

Turbo forward in this level until you reach some enemies, or you'll get hurt bad. Getting a medal on this level can only be done if you use your bombs. When a large number of foes appear, drop your bomb into the lava right in front of you. You should nail lots of baddies.



COURSE #3

DIFFICULTY: MED.



HITS: 10

THE LAVA BEAST

Nail this guy's arms to stop him from clubbing you. Braking will keep you out of his reach. When it spits out lava chunks, blast as many as you can for life rings. The deadliest attack this guy can do is make a lava wave. Turbo forward and shoot his head.

SECTOR X

REQUIRED HITS: 150

Fly through a field of space junk. Midway through, you can choose two paths. The left will take you to a series of doors. They will transport you to Sector Z. The right path is loaded with easy-to-kill enemies that are easily beaten with grouped shots.

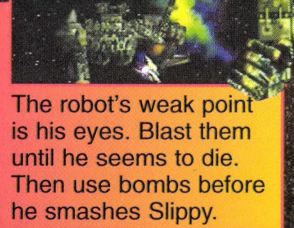


COURSE #3

DIFFICULTY: EASY



HITS: 5



The robot's weak point is his eyes. Blast them until he seems to die. Then use bombs before he smashes Slippy.

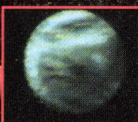


Fly through all of the gates to warp to another sector.

MACBETH

REQUIRED HITS: 150

Destroy a military train car by car. Keep firing at the train, while locking onto the aerial craft. This way you'll be getting everything. When a group of boulders is sent your way, use a power shot to get a 5-hit bonus. You'll need every hit in order to get the medal.



COURSE #4

DIFFICULTY: MED.



TRAIN CAR SEGMENTS

Mining Car: This car will drop four to six boulders unless you destroy it.
Laser Cannon: This device will rarely shoot at you, but it does shoot cliff walls to put boulders in your path.
Supply Car: These cars carry two boxes and are apt to get in your way. Pop them, then go for their base.

SWITCHES

Hit these to kill the Boss easily.



THE TRAIN BOSS

If you switch the switches and shoot the trigger, the Boss will kill itself and give you lots of hits. Miss the switches and you have to shoot the head and tail of the Boss. Dodge its claws by rolling. You can shoot the arrows.



HITS: 5

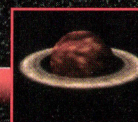


HITS: 50

TITANIA

REQUIRED HITS: 150

Titania is a deadly level; it's harder than most of the levels down the difficult path. The first part contains some giant mechs as well as a row of bones. Follow the left path through the ribcage for a nice power-up. Throughout Titania, there are swarms of enemy ships flying about. By using the charged shots, you can kill the whole group. In most cases, they'll leave life rings or bombs. Later on, you'll see what looks like a bunch of computer boxes. Shoot them or they'll explode over a wide area.



COURSE #4

DIFFICULTY: HARD



1



2



3

1. Behemoth: Shoot the center section for three hits. Turbo underneath the falling remains. Slow down if needed.
2. Homing Laser: Roll repeatedly to dodge its shot until you can shoot it. These are a major nuisance.
3. Rock Tossers: To deal with the rock tossers, hover up onto the first mesa. They're worth a lot of hits.



Slippy is being held by the Boss. When you first find your teammate, he's being held by an arm sticking out of the sand. Here's your chance to wound the arm. Once Slippy's free, use bombs to remove the beast's arms. Hover over its tail when it swings.

SAVE SLIPPY!!!



HITS: 10

BOLSE

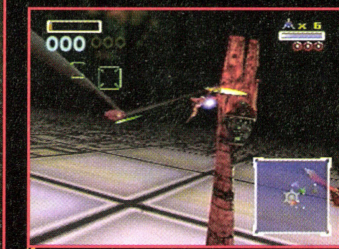
REQUIRED HITS: 150

This space station is defended by shielded fighters. To zap them into space dust, you must destroy the power generators that are scattered around the level. Destroy them all and the enemies will be vulnerable. To get the medal here, you must face the renegades who will show up if you haven't already gunned them down. They will be here after you kill a certain number of enemies.



COURSE #5

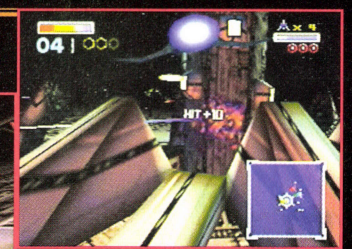
DIFFICULTY: EASY



Oh no! The enemy ships have shields on!



Take out the circle of towers lining the station.



Now take out the central power core to finish the level.

DISABLE THE POWER GENERATORS

SECTOR Z

REQUIRED HITS: 100

Sector Z is an easy level if you keep a cool head. The first part requires you to protect your wingmen and fend off an enemy ambush. A few seconds later, you'll receive warning that there is a series of missiles heading toward your ship. Cat, the wingman from ZoneSS, will help you, but she will take hits away from you if she destroys the missiles. Warp here from Sec. X and be without her to get the medal.



COURSE #4

DIFFICULTY: HARD



Protect your wingmen and get off as many group shots as you can early on.



HITS: 10

MISSILES

Andross' forces have set up an ambush! They have launched three waves of missiles at your ship, and you must destroy them all or else! They will grant you 10 hits each, so you'll have to be quick to get them all.

AREA 6

REQUIRED HITS: 300

Area 6 has you taking on Andross' main fleet. This level starts off with a series of space stations. Destroy them for three hits. If they rotate their backside to you, that means they're gonna shoot, so you'd better move. By the time you've reached the checkpoint, make sure to have at least 150 hits or you're gonna have a tough time getting the medal. If you're out of bombs after the checkpoint, die so you can restart with three more. The second part of the level is a number of warships. The best way to get a lot of hits is to shoot down missiles and use blasts on the turrets.

VENOM

REQUIRED HITS: 200

Venom can be accessed from two directions: easy and hard. The easy Venom will be a normal level, while hard will pit you against a harder version of the renegade Star Fox team. Keep your wingmen alive, and get all the kills and the medal should be yours.



The real Andross is a brain with two eyes. Use your lasers on his eyes until they're gone. Then concentrate on the grey matter. If you get caught in the tentacles, spin, turbo and pray to get out. You'll take a heck of a lot of damage.

COURSE #5

DIFFICULTY: HARD

To open up this Boss, shoot off his arms. Inside you'll see three glowing red rings. Destroy them all and you can tag the center portion. Keep repeating this pattern over and over until you win.



You'll need to save your smart bombs to get a medal here.



COURSE #5

DIFFICULTY: ALL

ANDROSS

Defeat Andross by first removing his hands. His right hand shoots electricity (roll to the side) and punches low. His left hand punches high. When he claps his hands, fly low. Andross will eventually try to suck you in. Counter this by letting loose a bomb. Repeat over and over.



GOLEM

The Boss of the easy path is a running Golem. Shoot away all the brick pieces then aim for the head. The main threat is the temple's structures you can dodge.



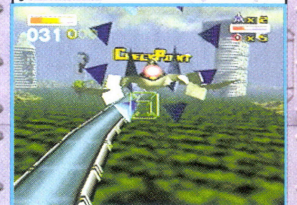
GOLD RINGS

The first three gold rings upgrade your health. The second three will grant you an extra life.



BOMBS

You can hold up to nine bombs. They now can target enemies. Charge your shot and fire a bomb.

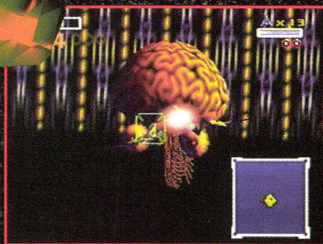


CONTINUE PT.

The continue points restore your life as well as save your number of hits up to that point.

ICONS

Always look for what your items can do for you. They have many uses.



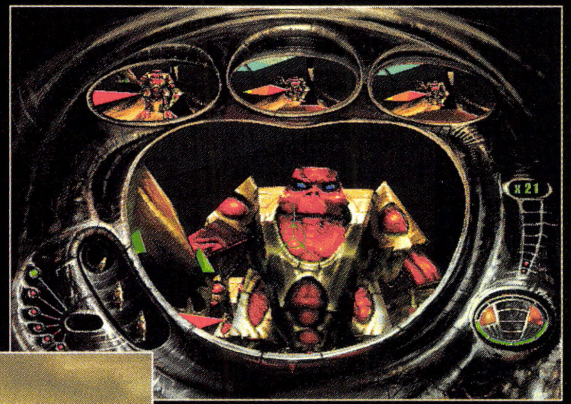
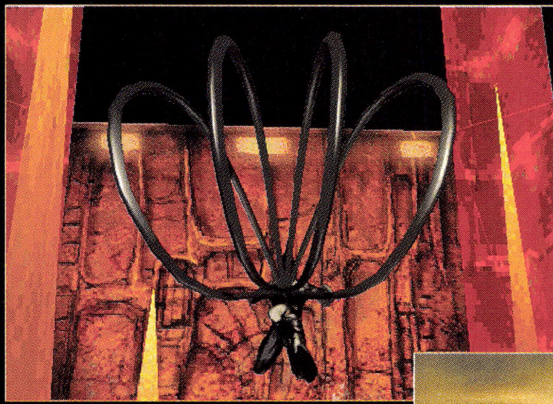
A DECOY?!?!?

If you beat Andross on the easy path, you'll find a robotic decoy underneath the face. A single bomb should be enough to take care of the machine. Now try the hard level instead.



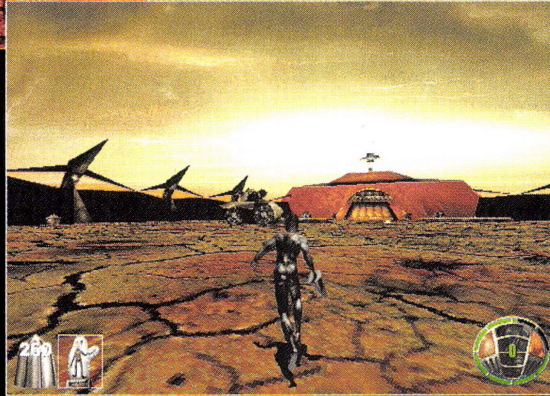
ESCAPE!

After defeating the real Andross, you find your father who will lead you to safety. Follow him in order to receive a better ending.



"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."

— PC GAMER



"The ability to zoom in from a mile away within the sniper mode is remarkable."

— ELECTRONIC GAMING MONTHLY

"...WE COULD BE LOOKING AT A 1997

"One of the most innovative games ever created."

— GAMEFAN

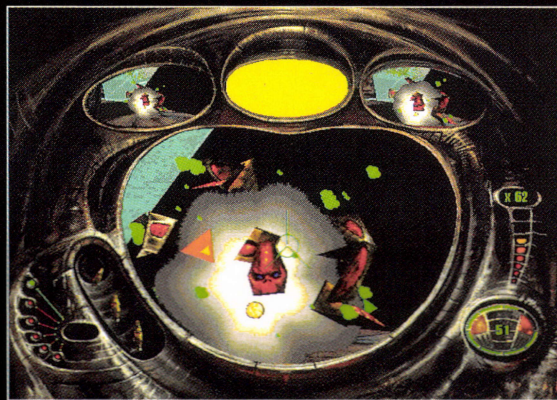
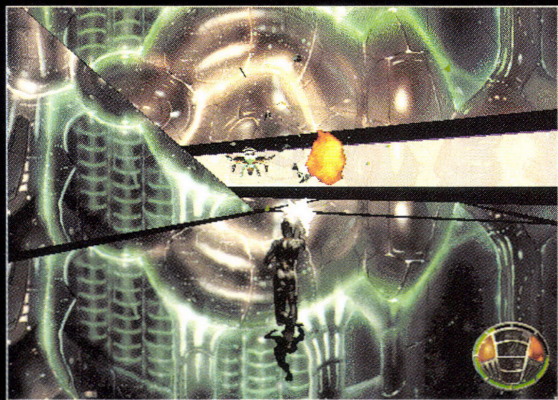


"This is one game that no Playstation owner will want to miss."

— PSX



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Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path... Unless you can stop them.

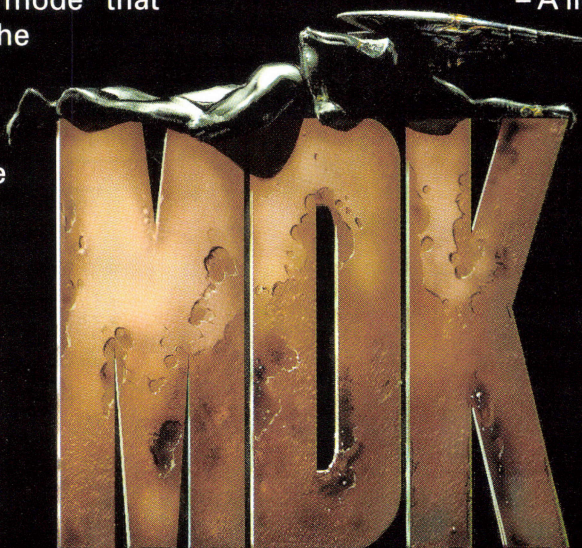
PLAYSTATION GAME OF THE YEAR..."

- GAMEFAN

- Fully 3-D rendered graphics unlike anything you have ever before seen.
- Over 60 arenas spread out over 6 cities.
- Never before seen "sniper mode" that allows you to zoom in on the enemy and pick it off with astounding accuracy.
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and equipment including:

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- A living polymer suit that protects from piercing projectiles.
- A high-tech reusable parachute.
- Bombs... decoys... homing sniper grenades... and many more.
- Two styles of adrenaline-pumping game dynamics featuring first and third person point of view.



IT THINKS. THEREFORE IT KILLS.

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Triple Play 98



system publisher developer
PlayStation EA Electronic Arts

strategy talk

If you want an idea about how stunning Triple Play 98 is, consider this: A co-worker who sits near me overheard the two-man play-by-play (a new feature in TP 98), and asked what baseball game I was watching on television. Imagine his surprise to find that I was actually playing a video game instead.

And while you may not mistake the newly added 3-D polygonal graphics for real TV, you won't find a more solid, in-depth, complete sim of Major League Baseball than TP 98. This game boasts several upgrades that reflect new changes in the league, such as expansion teams and interleague play.

Some other notable additions: a trivia game, the aforementioned two-man booth, and one of the deepest stat tracking engines around.

This strategy guide points out some playing tactics not covered in TP 98's in-game hints, along with a few interesting tidbits you might miss in your rush to play.

—Nelson "Show Me The Money" Taruc

strat-stats

number of players:
up to eight
PC version?

yes, for Windows 95
triple plays made:

none...yet
favorite slugger:

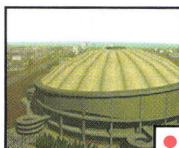
Mo "Hit Dog" Vaughn
CD in the Discman™:
Goldfinger



egm² sports

takes first swing (and connects) with this king of diamonds*

*(the baseball variety)



Tropicana Field:
Devil Rays

Bank One Park:
Diamondbacks



My Favorite:
Wrigley Field

Still a Mystery:
Hidden Parks



Triple Play 98 boasts some of the finest-looking stadiums (30 authentic replicas) seen in any video game, with details such as changing scoreboards. New to this year are the expansion team stadiums, which you should definitely try to play in—even if you aren't in control of either team. Another juicy secret in TP 98 is the inclusion of hidden stadiums. Stay tuned to EGM²'s Trick section for updates...



real (and fantasy) stadiums rock!

running



Take Control: Even though TP 98 boasts "perfected AI," you're still better off manually controlling runners. They tend to run very conservatively, to the point of stupidity (and the occasional run-down). Use L1+L2 to "force" all runners to advance base on hits, R1+R2 to return them.



Base Thief: I usually don't steal unless I have two on base. Then I pull off a double steal, which seems to work better against the AI. Make sure to slide (Square or Circle).

pitching

General Strategy: Computer batters are fairly smart. Unlike other games, batters rarely, if ever, chase balls way outside the strike zone. In fact, it seems the only balls they'll swing at are those that cross the plate. With that said, your pitching success directly depends on working the corners of the plate. Limit the use of "batter's" pitches, such as the fastball.



Best First Pitches: In my experience, I've found two pitches that seem to fool batters fairly consistently. They work because they appear to cross the plate, although they're out of the strike zone.

1. A high, slightly inside changeup.
2. A sinking curve ball. You should try to nudge it near the outside corner.



catching



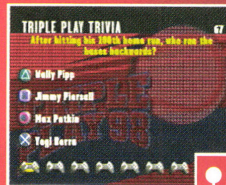
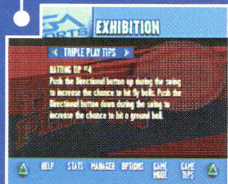
General Strategy: Similar to in TP 97, playing the field is just as realistic as before, right down to player collisions. Some tips:

1. When possible, rush toward all infield balls. Fast runners can out-run them if you wait for the ball to come.
2. Don't give up on home runs. You can climb the outfield walls by running to where the ball was hit, then pressing Square at the warning track.
3. The diving catch (Square + D-pad) has a surprisingly large range. Use it often.

Pitcher Fatigue: The point of pitching the corners is to give the computer ugly yet hittable balls. This increases the chances of infield pop-ups and weak grounders; both are always easy outs. Remember, the fewer balls a pitcher throws, the longer he'll survive on the mound.

helping

Game Tips: Those new to Triple Play 98 should visit the Game Tips Menu that offers hints on batting, pitching and fielding. Most of the advice is rather basic, but even vets may glean a tactic they've overlooked.



Details, Part 1: Instead of a load screen, TP 98 entertains players with a mini trivia game. The quicker you answer, the more points you score. You can find answers to some of the questions in the Main Menu Screens. Look at the upper-left corner; every so often a trivia fact will scroll across the screen.

hitting

General Strategy: It's fairly easy to gauge the difference between a ball and a strike—the only tough pitch to handle is the changeup because it'll force you to swing early. Be patient. Don't try for a home run at every at-bat.

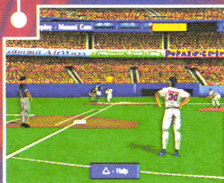


The Power Swing: While the use of the aggressive swing (Square) boosts your chances for a home run, it should only be used for dead-on strikes. Use it with poorer pitches, and it causes more weak hits and pop-ups.



The Blue Box: To help check the location of a pitch, TP 98 offers a little blue box that shows where contact with the ball will be made. Try not to rely on it; it's more important to get used to reading the pitch than to follow the small box.

D-pad Advantage: Always use the D-pad left or right to pull the ball toward the weaker side of the field and exploit gaps left by the fielders. Don't swing too soon, or else you'll foul the pitch instead. If you neglect the D-pad, you tend to hit the ball up the middle (good) or line it to short or second for an easy out (bad).



Details, Part 2: If you look at the shoes the batters wear, you'll see the EA Sports logo!

Talk About Tired: Although TP 98 offers a pitching meter at the top of the screen, I prefer to pause the game and go to the Roster Menu. There, you'll see all pitchers' stamina displayed in percentage form. A good rule of thumb is to replace any pitcher at 70 percent or less. The advantage to checking stamina here is that you can see all your bullpen's stamina, so you don't put in a cold or tired reliever on accident.

winning

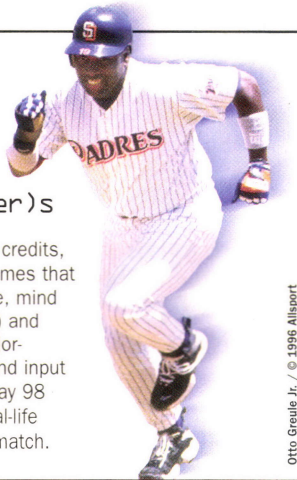
General Strategy: If you have played Triple Play 97 (or any baseball video game, for that matter), success lies by knowing how to do two fundamental tasks:

1. **Replacing a Pitcher:** Make it a rule to yank any pitcher that gives up three hits in a row.
2. **Batting Smart:** My rule of thumb is to use the power swing (Square) until I have two strikes. That's when I switch to the contact swing (X).



triple play's greatest hit(ter)s

If you check out the game credits, you might see a couple names that ring a bell (a pretty big one, mind you): **Tony Gwynn** (at right) and **Reggie Jackson**. Their major-league batting expertise and input into the design of Triple Play 98 has given it the kind of real-life credibility that's tough to match.



Otto Greule Jr. / © 1996 Allsport

Choose Wisely: With pop-ups, I find that the computer doesn't always pick the best outfielder to catch the ball. This can be remedied by using the Triangle button to switch between players.

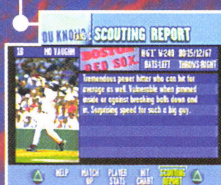
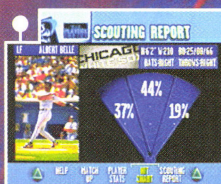


managing



Hot/Cold Streaks: You can keep tabs on which players are "in the zone" by pausing and going to the Roster Screen. Flashing green circles mean a player's hot; blue circles not.

The Injury Bug: The computer will not sub in for injured players. You have to remember to do this yourself whenever you see the injury report box.

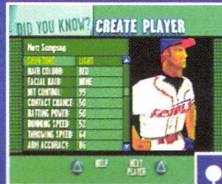


Details, Part 3: If you look carefully at the stadium crowd texture maps, you'll notice they change during the season! Empty ballparks...just like the real thing!



Scouting Report: If you're a neophyte to baseball, this is a must. These detailed reports, found in the Stats/Team Menus, show where a hitter tends to hit the ball, plus his strengths and weaknesses.

starting



Create A Player: You can create and edit up to 25 new players: enough to field your own team. Each player has 199 stat points to allot between eight different categories. Pitchers get an extra 99 points to divvy up between four pitches of their choice. Concentrate your points in the hitting areas, or for hurlers, a specific "go to" pitch.



show me the funny?



The least realistic tidbit in Triple Play 98 doubles as its most entertaining one: **the advertising.** Rather than litter the game with real (and boring) ads or plugs for EA's games, it has conjured up some very strange products. The game's announcers plug these fictional goods after the middle of the third and seventh innings, from "Super Minty Pork Chops" to "Iced Gravy," just to name a few. If you look in some parks, you'll see billboards for these products, too.

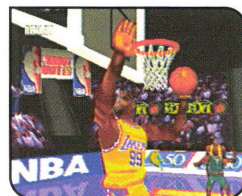
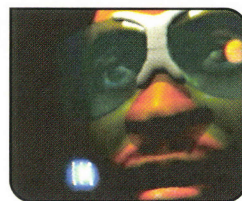


My Favorite Ad: Chork. A little bit pork, a little bit chicken. Mmm, chork...

proof of strategy

EGM²
sports

SHOOT OUT '97



the goal: win the 1997 nba finals

the challenge: do it with...the vancouver grizzlies?!?

egm² sports shows the easy way to take the title

system
publisher
developer

PlayStation
Sony Comp. Ent.
SCE (Europe)

strategy talk

Ever wonder how you could breathe new life into a video game?

Although the NBA Finals may have come and gone, NBA Shoot Out '97 is still around for the summer, giving many gamers a chance to relive all those hotly contested playoff games (except for the fights, of course).

But instead of going the easy route and taking a top contender like the Chicago Bulls or the Houston Rockets, I wondered how hard it would be to turn the team with the worst season record this year in the NBA—the Vancouver Grizzlies—into a title contender. Actually, it turned out to be a lot easier than I expected at the Veteran difficulty level. (It only got tough and fantastically cheap near the end with the Chicago Bulls.)

But is there no greater challenge than to beat a game with the worst team it has to offer? You've got all summer to find out. If you get stuck along the way, here are some of my favorite playing tips.

—Nelson "Show Me The Money" Taruc

strat-stats

game's difficulty:

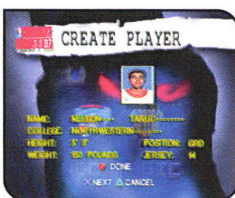
easy until the end
coolest play in game:

the alley-oop
least useful play:

also the alley-oop
favorite NBA player:

Tim Hardaway
how come?

the killer crossover!

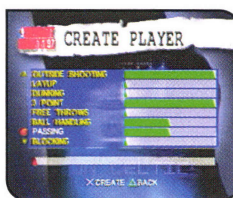


step 1 • create a shooting star

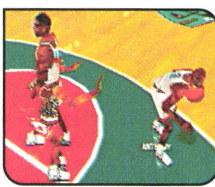
Use the Create Player Option to give the Vancouver Grizzlies some offensive boost. Rather than create an inside threat, I created a three-point specialist—after all, a fast outside shooter can rack up more points on the scoreboard than a slower inside threat. Because he'll be a poor defender if controlled by the computer, you should use this player as your primary defensive player to double team (see **Step 4**).

After creating the player, place him in the free-agent pool and trade him for Lawrence Moten. Make your player the starting shooting guard for the Grizzlies.

If you're playing with the default settings, there should be no need to sub players during the season and playoffs.



Important Stats: Max out the following Create Player statistic categories: **Overall, Stealing, Clutch, Three Point, Stamina, Speed and Outside Shooting.** Split what's left between **Ball Handling and Passing.** What you'll wind up with is a speedy, deadly shooter with the ability to create turnovers.



The Three-Point Rule! One of the best spots to launch three pointers is at the top of the key, because it provides a key checkpoint as to whether a three-point shot will fall or not. A shot's success directly depends on how close the defender is to the shooter. A good play is to dribble into the paint and run back out. If the defender is stuck at the free throw line, take the shot.

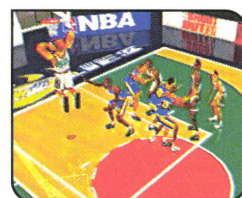
step 2 • plan the offensive attack

Although each team has several set offenses at its disposal, I've found that the best set to use with the Grizzlies is the Box. Its main advantages:

■ **Low Post Attack:** The Box puts the center on the low block, where he can easily spin to the middle for a dunk.

■ **Rebounding:** Because your big men usually are anchored at the low posts, they are in prime position for rebounds.

■ **Plenty of Screens:** The small forward that usually stands at the left or right of the key (left) is a nice screener to use for three-point shots. The key is to run slowly—literally walk to the three-point stripe—to make sure defenders don't shift position.



Hip Lock! Because of the way polygon collision is handled in this game, screens are the most potent offensive weapon at your disposal. The trick is to run your defender into another player, and literally get him to "stick" there. In some cases, you can get up to three or four foes locked together for an all-too-easy basket.



X He's a little too close for comfort.



O He's giving you room to shoot.

step 3 • exploit the artificial intelligence



Ignite the Fast Break: Any inbound pass slows the players to a jog. You can use this to your advantage by quickly passing the ball upcourt for a quick dunk.

The computer AI seems to have trouble when it comes to the clock, especially in the waning moments of the game when it needs a quick score. Stinks to be them!



Time Out! The computer will let you run out the clock, even in close games.

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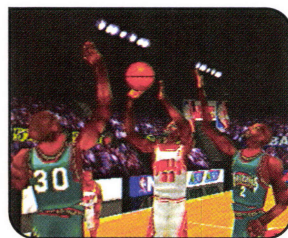
Lara Croft, gaming's #1 covergirl.

step 4 • playing defense? no sweat

If I have one complaint about this game, it would be the lack of team defense. Everyone plays one-on-one ball. This means if you lose your man, the computer will not pick him up—especially on drives. In general, you should restrict your defensive control to the two guards since they're the quickest. Plus, you don't want to pull your rebounders too far away from the basket.



0 Take Their Money! Using your speedy players, harass point guards into losing the rock. Wait until the guard crosses midcourt, then use the steal button in bursts of two or three (any more and you'll freeze your player).



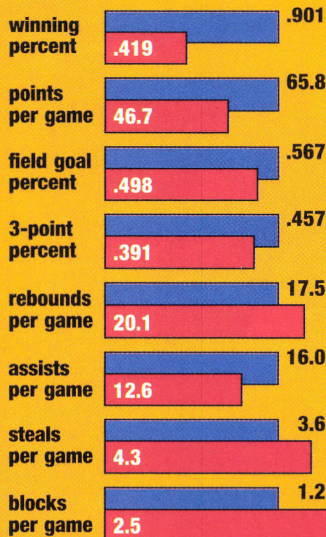
0 Double Or Nothing: Challenge every shot by using a double team. Use your speedy guards as roving defenders, and use the Jump button any time a shot goes up.



tracking the stats

Be warned: If you try to simulate any part of your season with the Grizzlies, the computer will make you pay for it. The stats **in blue** are the ones I made playing the first 51 season games (up to the All-Star break). The stats **in red**

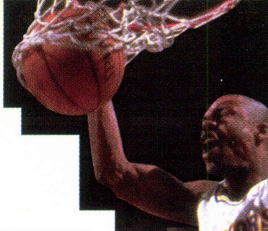
are the ones compiled by the computer for the final 31 games. While the computer did improve on my rebounds, steals and blocks, all my other stats went down. It's too bad the game doesn't take into account your gameplay stats when simulating a portion of the season.



the all-star challenge?



Can you get at least two of your Grizzlies players on to the Western Conference team for the Feb. 9 NBA All-Star Game?



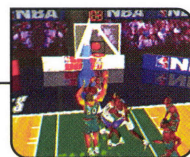
step 5 • new tactics for the playoffs and finals*

*(by this, we mean how to beat the Chicago Bulls)

It has been my experience that the computer improves its game during the playoffs. For example, it'll start using the fake shot more to try and get you up in the air early. In addition, you'll find that scorers that could make threes left and right in the regular season will miss consistently if you overuse their shooting skills. As you progress to the NBA Finals, you'll find that the Chicago Bulls (it could be any team technically, but the computer almost always picks the Bulls) never misses open shots. Here's how you'll have to alter your game:



Go Inside: Rely less on outside shooting (the computer goes around screens faster now) and focus on your center.



Clock Management: Use as much of the clock as you can, but don't be afraid to put up a shot if you're wide open. Don't rush shots; that's how the computer can catch up the quickest.



Force the Shots: In the NBA Finals, good shooters rarely miss, even when double-teamed. The key is to entice low percentage shooters (such as the Bulls' Dennis Rodman) to shoot by leaving them open for a pass. Run at them to challenge their shot.

Secret Note: This is Latrell Sprewell. He plays for the Golden State Warriors, but you'll see him—sort of—dunking for the Vancouver Grizzlies and the other teams in NBA Shoot Out '97. Sprewell was one of the motion-capture models for many of the game's wicked dunk animations.



Sam Forencich/NBA Photos

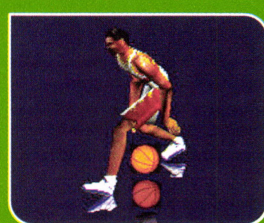
step 6 • the end of the road?

If you follow all these tips, you should win the NBA Finals trophy your first time around in the Veteran difficulty setting and see the ending. However, the challenges don't end there. You should try to do the same at the All-Star difficulty. If that's not enough, try the Super All-Star setting. (At the Difficulty Option, quickly press L1, R1, L2, R2. This may take several tries.)



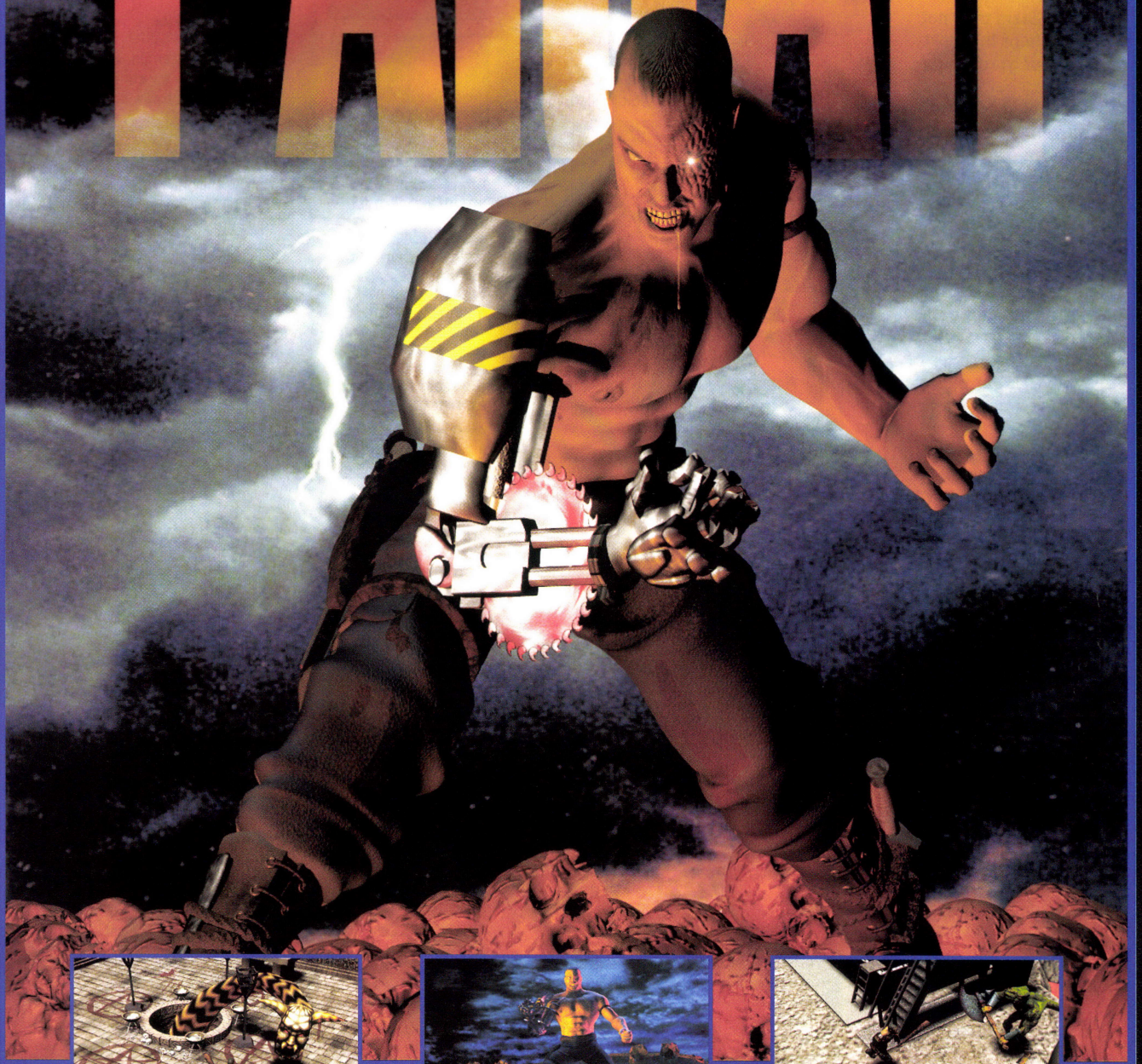
next season

Although much of NBA Shoot Out '98 remains top secret, here's an early look at a '98 polygon player model. Check out the floor reflections and level of detail.



proof of strategy
EGM²
sports

PARIAHTM



Coming Soon From **Studio** 

Grand Slam



system
publisher
developer

PlayStation
Virgin Int. Ent.
Burst

strategy talk

Grand Slam may not be one of the most in-depth or graphically intense baseball games around, but surprisingly, it's proven to be one of my most enjoyable sports titles so far this year.

How come?

In the game's hardest mode (The Show), Grand Slam offers the most interaction between the batter/pitcher and game player in any baseball title, thanks to a series of innovative power meters. To succeed, you have to master the use of these meters...on every pitch and at-bat. It was that constant challenge that kept me playing.

The strength of those engines makes up for shortcomings—mainly the lack of an MLB license. (Grand Slam does have an MLBPA license, meaning it has all the real players.)

Although this strategy covers the PlayStation game, Windows 95 and Sega Saturn versions will be available by the time you read this; info from this guide should prove just as relevant.

—Nelson "Show Me the Money" Taruc

strat-stats

time to complete:

short season—a day challenge:

The Show—the best number of stadiums:

25 old+3 new=28

for easier play:

auto fielder-on

smart game visual:

realistic sky change



GRAND SLAM™

egm² sports analyzes the innovative pitching/batting interface

Stephen Dunn / © 1996 Allsport

pitch

(pitch) v.t. To throw or hurl; fling. In baseball, to make batters look foolish.

Overall Analysis: Grand Slam pitching hinges around the Pitch Meter. If you've ever played any golf video game, you'll understand how it works:



Ready: The first step: Choose a pitch with the D-pad. There are eight pitches in all (fastball, changeup, slider, curve, knuckle, forkball, sinker and screwball). However, any one pitcher will have only three or four to choose from.

Tip: With the Signals Option on, the catcher will recommend the next pitch (one finger is the first pitch on your list, two the second, etc.)

Aim: A marker will pop up so you can choose where to locate the ball. If the marker is white, it means you're in the strike zone; a red marker means you're not.



Fire: A meter will pop up...

1. Press X. A pointer will move to the right. The closer it gets into the red zone, the faster the throw (at the cost of fatigue).



2. Let go of X. A green mark will pop up as the pointer moves left. For an accurate pitch, you must press X again with the pointer within the green area.

Tip: Stop before the red zone to reduce fatigue.

pluses...



Grand Slam offers one of the largest stat tracking lists available. The list includes year-end awards such as the Triple Crown and MVP; it also tracks Tater Tournery (home run derby) stats. It even tracks the most bean balls thrown in a game!



Unlike other games, hit scouting reports are built into Grand Slam. This info, displayed when the batter comes to the plate, shows where and how he tends to hit the ball.



You can use that scouting report to shift your infield and outfield as needed, as well as prepare for bunts or double plays.

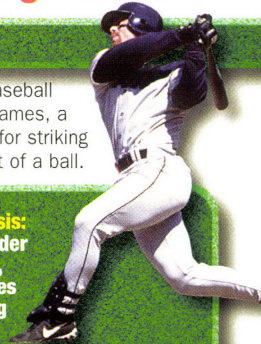
proof of strategy

EGM²
sports

bat

(bat) n. In baseball and similar games, a stick or club for striking the #%\$* out of a ball.

Overall Analysis: Definitely harder than pitching, success hinges on completing two tasks.



Power Up: The first task is to juice up your power meter. The higher the bar, the farther the ball will go. You'll need to max it out to hit homers.



Tip: While timing the meter takes practice, you can usually max out your power if you quickly count "one, two" just after the pitcher lets go of the ball, then press X.



Swing! That above tip will help you time your release of the X button, which makes you swing the bat. The problem? With a D-pad, you must move a thin white oval to where you think the ball will cross the plate.



Tip: The timing of the swing and the placement of that white oval relative to the baseball are two major factors in determining where the ball will be hit:



Here, it tends to pull the ball left. Above oval? A pop-up. A likely grounder.

batter, batter...surf!



Unfortunately, one page does not do justice in covering Grand Slam's true scope. But don't fear: Virgin has set up a Web page packed with movies, sounds and additional details about the game. There's even a baseball trivia contest (for prizes) that'll run the entire summer. Find it at <http://www.vie.com>.



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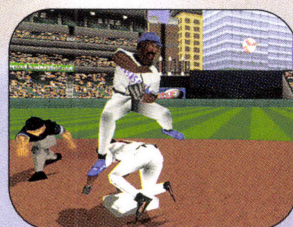
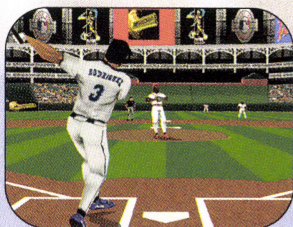
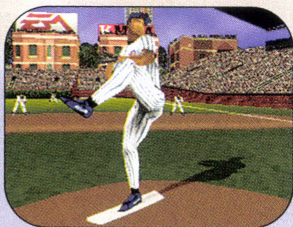
Studio ™



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- SEPT 6
THE BRONX

A FOUR HUNDRED FOOT
HOME RUN IS THE POLITE
WAY TO TELL 50,000
SCREAMING FANS TO
SIT DOWN AND SHUT UP.



**TRIPLE
PLAY
98**

The Ultimate Judge® of baseball just re-entered the building shoulderin' a hefty new 3-D engine. And polygon players so real you can see sweat on a pitcher's temple. Plus play-by-play and color commentary from the two-man booth. So every gopherball you belt will get the attention it deserves. Swing large.



Hexen



system
publisher
developer

N64
GT Interactive
Software Creations

strategy talk

This game is mostly pulling switches and destroying monsters. Pull a switch here which will open a door there. Behind that door is another switch which opens another door over here. This is basically what you need to do. Some parts of this game are a lot harder to get through than others. So we've picked what we believe to be the hardest parts of each episode and showed you the way through. Also, the Bosses can be a real pain, so we've included a page of strategy on them. A neat feature is the ability to pick one of three different classes. There is a fighter, a cleric and a mage. Each has advantages and disadvantages. If you already know who you like, then pick him. If not, I would recommend the fighter. He isn't that great in the beginning, but once you find your first weapon, he rules. The mage is good if you want to fight at a distance and avoid enemies altogether. Are you ready to die, mortal?

—John "For Me To Poop On"
Gurka

strat-stats

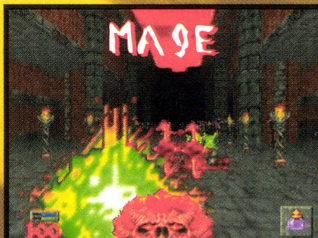
time to complete:
a few days
challenge:
moderate-hard
PC better?
no
movies seen:
Fifth Element and
Lost World
ettins killed:
3,724
EGM²



the three classes



This fighter is a powerhouse. His weapons do an extraordinary amount of damage, making your foe's death a lot quicker than the other two. His fourth weapon, Quietus, is the most powerful weapon.



The mage is good because he gives you distance between you and your enemies. All of his weapons allow you to strike from a distance. Bloodscourge, his fourth weapon, kills most foes in just one hit.



The cleric is a good mix of the fighter and the mage. He has some magical abilities and good weapons. His fourth weapon, Wraithverge, is excellent for killing multiple enemies with only one shot.

Be careful when grabbing powerful or extremely useful items!

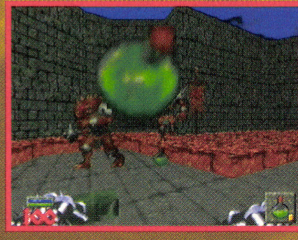


Flechettes are your best friend



Each character class does different things with these. The fighter throws them, the cleric explodes them into poisonous gas and the mage explode them into flame.

Lots of items in this game are set up so that when you grab them, you get hit by traps. Some are even near impossible to grab without getting killed. Whenever a weapon or item looks too easy to grab, be very cautious. Most traps can be avoided by simply grabbing the item on the run. This usually steers you clear of getting hit. Don't be too impatient to get things.





Seven Portals

The first of five episodes, this one really isn't tough when you compare it to the others. Keep checking the closed doors whenever you pull switches to see if they opened.

Locating the Secret Levels



Make sure you've pulled all the switches on top of the stairs once you've made them rise. These switches open two doors in the Guardian of Ice Level. Go back through those levels and pull new switches. This will open on the right.



In the Guardian of Fire Level, you'll come to a long bridge. Make sure you run across quickly. Then jump to the left on a small ledge after grabbing the mask to leave.

You'll need to find three major keys in this episode which will open closed doors in some of the levels. Each door tells you which key you need, so figuring that out isn't hard.

Shadow Wood

Finding the Elusive Cave Key



You can reach the Cave Key by falling down a hole that is located in the cave seen in the picture at the left. Jump down that hole and a new central cave will open up. Inside that central cave, you will find the Cave Key.



In the secret level Sacred Grove, you must kill all the Ettins and then pull the switch that appears. This opens Episode Four's secret level.



Heresiarch's Seminary

There are actually two major puzzles to be solved in this part. The first is outlined below and the second is solved through the chapels.



The first puzzle you need to solve is the one pictured at right. The gems are called planets. One of them is pictured at left. You need to find five gems and place them on the chart. This will open the way onward.



Silent Refectory

The Silent Refectory is a little challenging because of its size and the fact that everything looks the same. As you're playing, look for the boxes that have symbols on them. Throughout your exploration of the level, you'll find switches. Most of these switches move boxes or something close to them, allowing you access into new areas.

First order of business here is getting the clock running. There are four gears you'll find in your wanderings. Once they're fixed, the Gibbet is accessible. That is where you find the second Heresiarch.

Castle of Grief



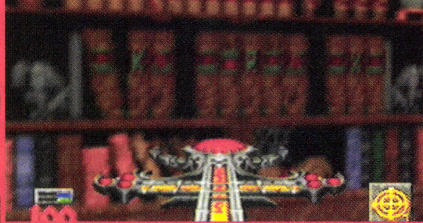
Switches



You'll find that outside of the castle around its walls, there are four switches. You will need to find them all and push them. This lowers a platform in another room, allowing you to get one of the gears to fix the clock.



Library Puzzle



You need to go to the Forsaken Outpost and get the two books that are found there. Then you need to go to the Gibbet and into the library. You'll notice a bookcase that is missing two books. Put the books back in their place. Then look among the rows of books to find Yorick's skull.

This level is directionally simple. Go through and beat the three tombs and then move on to Korax. Sound easy? You'll see it's not.

Necropolis



the three tombs

Tomb of Zedek



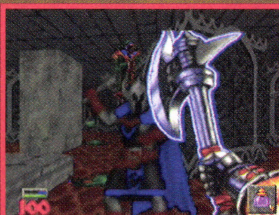
This is where you will find and fight Zedek, a powerful fighter. To get to him, you need to kill all the centaurs you see. Then go in the newly opened passages and hit some switches. Remember the order of the symbols.



Menelkir is a strong mage and he needs to be defeated by you. Some of the rooms on his level look like some switches that need to be pressed. The other switches can be found by looking in the center of the room.

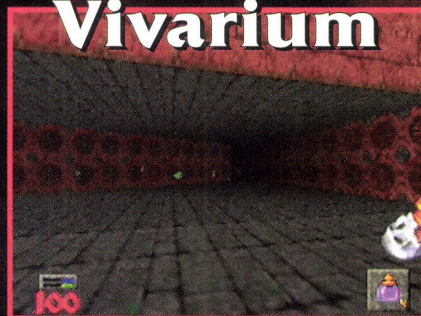
Tomb of Menelkir

Tomb of Traductus



Kill all the enemies you see in order to get past the wall at the end of the northern corridor. After this, prepare to fight Traductus, a powerful cleric. Also, there is a stained-glass window you can walk through.

Vivarium



Before you enter any of the tombs in Necropolis, make sure you find the portal to this level. It holds a ton of items and will close once you enter a tomb. Also, when you first enter the level, hit the wall directly behind you with a projectile weapon. It will open up to reveal a hidden cache of stuff.

They have been born of fire —
hopefully they won't melt.

COMING IN AUGUST

"...MORE VARIETY THAN ANY OTHER
N64 GAME TO DATE."
—NINTENDO POWER



Developed and published by

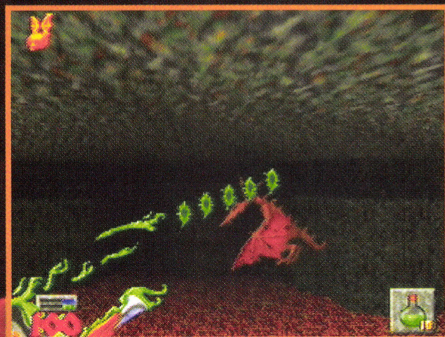
Interplay
BY GAMERS. FOR GAMERS.™

www.interplay.com



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DEATH WYVERN



The first and probably most important key to killing this Boss is getting the Wings of Wrath. They are located in the back of Death Wyvern's cavern. Use them once you get them, and you can now fly around after the Boss. Just stay behind him and blast away until he's dead.

HERESIARCH



You will fight the Heresiarch twice—he attacks the same way both times. Watch out for his Purple Mana Cubes. When they are floating around him, he is invincible. Avoid the purple fireballs because they do the most damage. Hit him once and run. Attack when the purple cubes aren't there.



KORAX



When you first enter his room, he'll immediately start attacking you. Hit him and avoid everything he throws at you. Watch the floor for rising spikes. After taking about half of his life, he'll throw a ton of enemies at you. Kill them all and then collect what was in the rooms they came from. After that, it is just a matter of delivering the final blows.



"9 out of 10"

— Digital Diner

"...VR Baseball '97 is the new king of baseball games."

— PS Extreme

"...a real contender for baseball game of the year — 92%."

— P.S.X.

"Beautifully textured polygonal players move with life-like grace."

— Game Pro

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— Game Informer

Try it!

It's new. It's different.

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The Lost World



system
publisher
developer

PlayStation
Dreamworks, Inc.
Dreamworks, Inc.

strategy talk

Return to the mayhem of dinosaurs on the loose. The plot of this game is similar to that of the movie, but it takes a lot of liberties.

The game is set up with five different segments, each letting you use a different character. Overall, the game plays a lot like previous side-scrollers, i.e., Spider. There are multiple paths you can choose to take, so there is some limited exploration.

This title is too early in development to judge the gameplay. Right now, the Hunter has the most elements functioning. He's pretty cool, as he can swing from a rope and pick up weapons to use against the prehistoric baddies. Not all of the levels have been populated yet, so the game balance has yet to be seen.

Lost World looks like it will be cool. The cinemas are pretty neat, although some rendered dinos would be nice. It will be interesting to see what the programmers will do.

—Andrew "Worship Me"
Baran

strat-stats

percent complete: **85%**
plot holes in movie: **14**
best dinosaur: **T-Rex all the way**
plays most like: **Spider**
coolest movie scene: **the Raptor attack...**

COMPSOGNATHUS

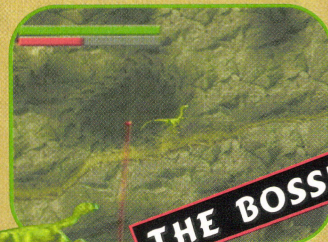


The Compy is a small predator that uses sharp claws and fast reflexes to take down prey much larger than itself. When playing as one, you must attack the other dinosaurs quickly, or you'll be on the losing end of the damage inflicted.

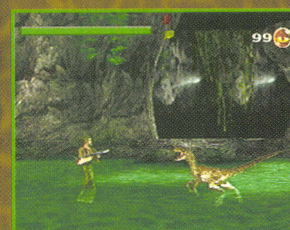


Though small, the Compy can drag down larger dinosaurs.

The Boss is a Hunter with a tracking laser. Dodge it!



THE BOSS!



SOMETHING SURVIVED

HUNTERS



The Hunters have been sent by Ingen to capture the dinosaurs, but the T-Rex and Raptors have made things difficult. Hunters can equip themselves with several weapons as well as swing from ropes. Hunters should use their range to take out the dinosaurs.

Gain momentum and swing to get around the obstacles.



FLAME-THROWER

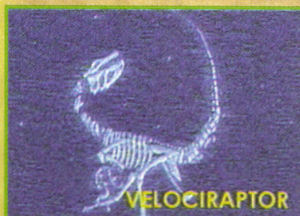
GRENADE LAUNCHER



WEAPONS

By collecting icons strewn throughout the levels, you can kill the Raptors easier.

VELOCIRAPTOR



VELOCIRAPTOR

The Velociraptor is the deadliest Hunter, as it's both intelligent and swift. When playing as one, you will have to move fast to get past the levels which are loaded with natural hazards. Leap over lava and dodge dropping trees. No one will stand in the way of your talons.

The Raptor has a variety of moves it uses to kill enemies. Jump in to get close and shred 'em! Just like in the film.



There are some enemies that even a Raptor would be wise to avoid. Try leaping over the Triceratops instead of confronting it. This dino can impale you with its horns if you get too close.



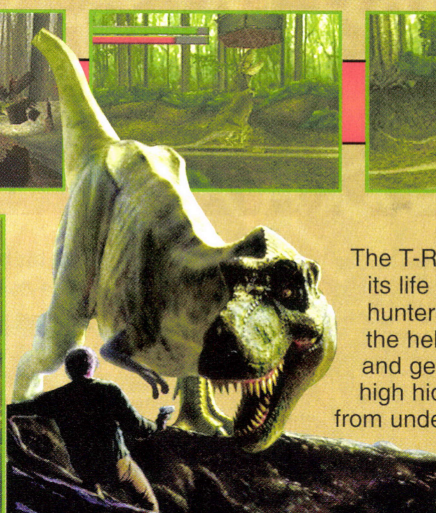
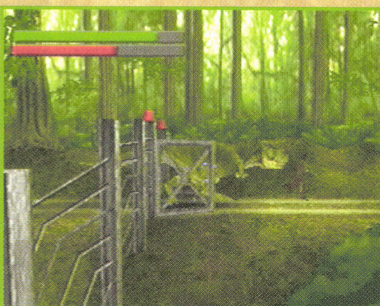
TYRANNOSAURUS REX



TYRANNOSAURUS REX

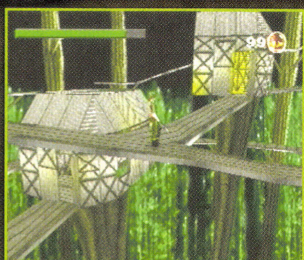
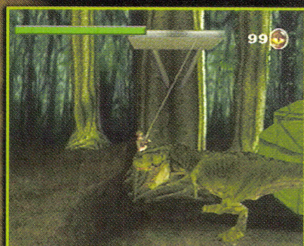
The T-Rex is the undisputed master of the island.

Trample and eat the humans or maw the Raptors to death. Your weakness is the time it takes for you to turn around. Try not to get caught between enemies, especially Raptors.



The T-Rex can restore its life by eating the hunters. Chase after the helpless humans and get them all. The high hides can be hit from underneath. Cut the power to open the gates.

SARAH HARDING



Sarah must escape the island before she gets eaten. First she must fend off the T-Rex and then a horde of Raptors high above the jungle floor. She plays exactly like the Hunter. Everything is the same, including the rope.



IT'S LOOSE IN THE CITY!!

Just like in the movie, a T-Rex gets loose in San Diego. You must pursue this giant eating machine, and lure him back to the cargo ship that he escaped from. The final battle is pretty intense, as you have to swing over the mouth of the beast repeatedly or die. All of this happens while the ship rotates and bobs to the waves.

Warcraft II



system
publisher
developer

PlayStation
EA
EA

strategy talk

I've played the PC version of Warcraft II and loved it. Anyone who doesn't own a computer will probably want to pick this game up. Those who want a direct comparison will find that the interface isn't as fast as the quick-keys of the PC.

There are so many strategies, like using multiple peons to build a structure quicker, that each battle is unique. Offense and defense can lead to victory—it all depends on how fast you upgrade and the rate of your troop generation.

Half the fun of Warcraft II is the experimentation. Personally, I like to use the orcs. They have charm and personality. Nothing beats seeing a horde of greenskins pound and flog a troop of peasants on their way to the mines.

—Andrew "Worship Me" Baran



strat-stats

favorite side:
orcs have charm
challenge:
moderate
interface a bit
complex?
yes
best units:
Death Knights
sleepless nights:
12

Sea & Air

Seize control of the skies with dragons and griffons. Their hits can peg multiple targets, but they can accidentally wound each other if put too close together. Use underwater vehicles to master the seas by attacking unseen. Just watch out for aerial spotters.



Peons & Peasants

These civilian forces of your army are used for harvesting lumber and mining gold. If you wipe out an opponent's peasants, he will not be able to build up his forces and may even lose.



WARCRAFT

THE DARK PORTAL



The Fog of War makes it important to use scouts.

Fog of War

The screen is masked if you do not have any forces in an area. This means you must use grunts to scout out the areas around your base.

BATTLE STRATEGY

You must learn to use your troops effectively. Air troops are better used as scouts to take out the Fog of War. Dwarves and goblin sappers are excellent for weakening enemy defenses. You can chisel out segments of mountains and forests to open the way behind your opponent's forces



and take him/her by surprise.



HALLS



Upgrades to these let you make new troop structures.



FARMS



Don't build them close together or sappers and spells can take out more than one easily.



TOWER



These can serve many purposes, like pushing back the Fog of War or providing a good defense.



MILLS



Mills allow you to harvest more lumber and upgrade your long-range troops like your trolls.

ORCS VS HUMANS

The battle between the orcs and humans is an even one. No one force has better troops.

Each army has an equivalent unit. For example: archers and trolls.



The winner is the one who has the best strategy in the war.



HANDS ON

EGM² gets its grubby paws on the hottest peripherals slated for the summer to find out how they'll help you play better

SWITCH HITTER



(actual model is black)



Hands-On: *Killer Instinct Gold*, *Star Fox 64* and *PilotWings 64* (not pictured).

■ What May Help You: A flight stick with a great grip; all the relevant view and Fire buttons are located on the stick itself (the layout works well with *Star Fox 64*). The other large buttons are well-suited for arcade games.

■ What May Hurt: The analog stick needs to be pushed very far to register strong movement. The digital stick feels a little loose.

■ Learning Curve: Very short. This is definitely a plug-and-play tool.

Dual Arcade Joystick • Mad Catz • Out Now • \$60 • Works Best: Flight sims, fighting titles



ArcadeRex
ACT Labs
Out Now (\$35-40)
Reason for Existence: Designed for

PS fighting game players who need an arcade stick sans extra button programming. Major features: two-speed autofire and a metal base.



ASCII Grip
ASCII
Out Now (N/A)
Reason for Existence: This funny-looking

pad has been in Japan for a while, mainly for role-playing games (you can play with one hand). It's headed to the United States as RPGs like *Final Fantasy VII* prepare to debut.

CAN'T TOUCH (YET)

• From *Naki: A Universal Steering Wheel* (multiple systems) that can turn into motorcycle handlebars.

HAND SOLO



Hands-On: *Doom* (PS) and *Street Fighter Alpha 2* (PS).

■ What May Help You: The one-hand "strap-it-on" design has an excellent button layout, which seems to work best with button-tapping titles like *Tekken 2*.

■ What May Hurt: It's difficult to pull off simple D-pad moves like *Dragon Punches* in *Street Fighter Alpha 2*.

■ Learning Curve: Very high. The

Glove's makers say it'll take an hour to master D-pad control (controlled by wrist movement). With an early production model, it felt odd and cumbersome in *Doom* to twist the wrist constantly just to move around.

The Glove • Reality Quest
PS-Out in September
N64, SS-Out in 1998 • \$90 • Works Best: Individual preference



Viper Light Gun
Nyko
Out Now (N/A)
Reason for Existence: For the PS and SS, this gun is one

of the first to offer a hat switch—one feature future shooters could use...



ASCII
Arcade Stick
ASCII
Out Now (N/A)
Reason for Existence: A

toned-down version of ASCII's first PS stick, it's built for fighting games.

WORK IN PROGRESS

Plus, there's a *Lunar Gun* (N64) with a Red Sight clip-on tool for laser-guided aiming. • From ACT Labs: The *Nitro Arcade Pad* (N64) and the *Eagle Max Flight Stick* (PS). From InterAct: A newly designed *Shark Pro Pad 64* (N64).



SUPER STEER



Hands-On: *Rago Racer* (PS) and *Super Mario Kart 64* (N64).

■ What May Help You: You can brace this wheel under your legs (for chair use), plus you can fully adjust the height and tilt of the wheel. It also has the easiest button reconfiguration of any peripheral. The N64 version has a special Y-axis control switch on top of the wheel; a rather smart place for it. It also has the largest wheel turn at 300 degrees total.

■ What May Hurt: No multisystem port.

■ Learning Curve: Not too bad. The adjustments you'll likely make are with the steering sensitivity, which can be done on-the-fly.

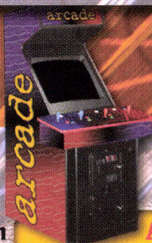
V3 Racing Wheel • InterAct Accessories • Out Now • \$60 • Works Best: Driving sims (Good guess, genius!)



Bio Grip
Nyko
Out Now (\$25)
Reason for Existence: It's for PS gamers in search of a

flight stick, but who won't pay big bucks for the bulky analog models. With digital control, this peripheral might work as an arcade stick, too.

Tekken 3



system
publisher
developer

Namco
Namco

Arcade

strategy talk

Tekken 3's time-release characters are now upon us. They first appeared as shadowed mug shots that showed after the Title Screen, and will eventually reveal themselves as computer fightable Bosses. Finally, after a few days to a week, they will become playable and appear on the Character Select Screen.

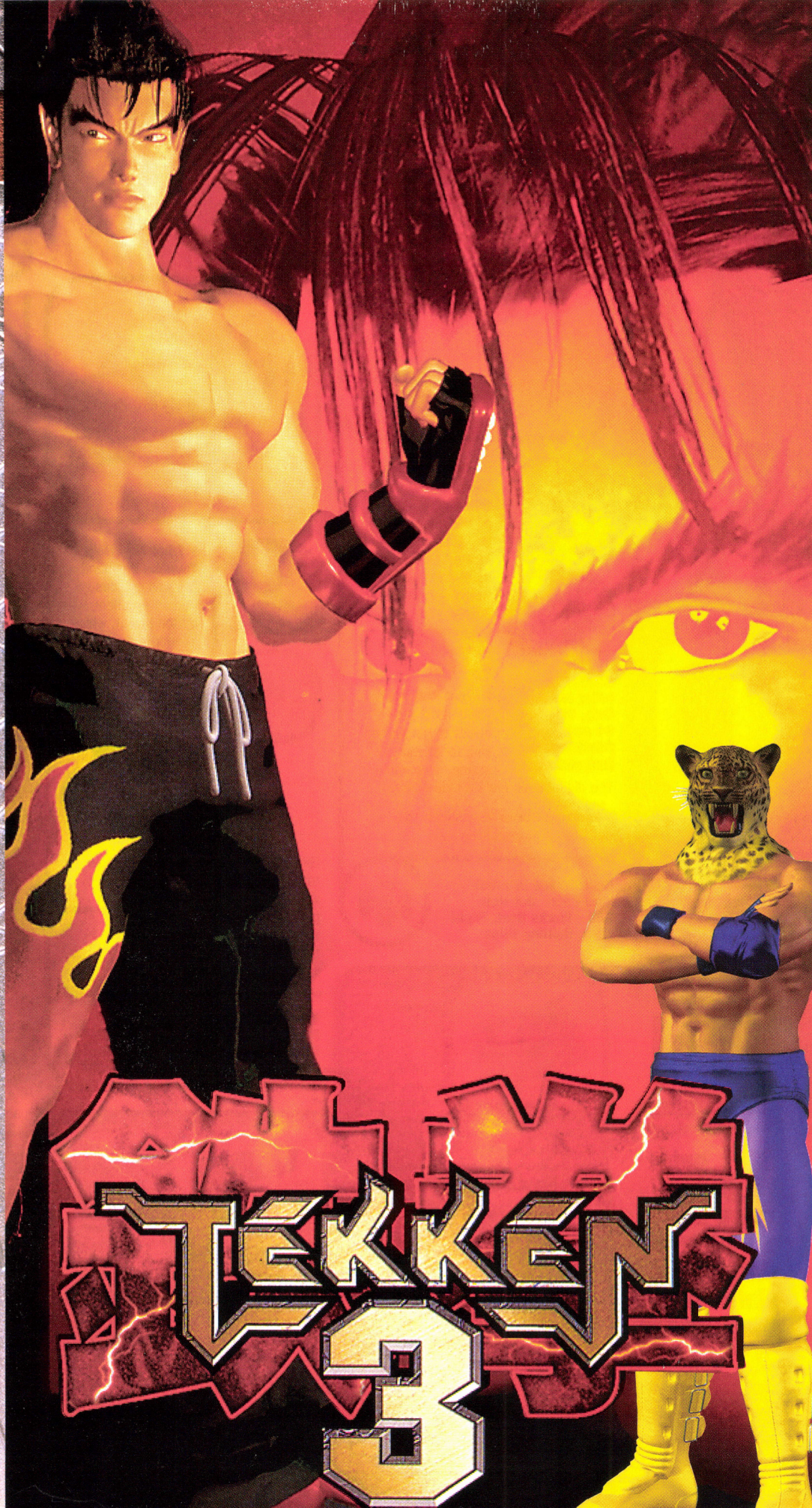
Expect plenty of other secrets to appear soon like Jin/Xiaoyu's third outfits (school uniforms) available when Gun Jack is playable, and Bokujin—a wooden character with other characters' moves.

—The Arcade Addicts



strat-stats

time to complete: 20 min.
challenge: moderate
favorite character: Gun Jack
Mark Hain: owes us big
last-minute editors: you guessed it!





KUMA and PANDA

d+l+k+r+k	- Dancing Bear Taunt
lp+l+k+r+k	- Bear Moonwalk Taunt
lp+l+k	- Rabid Bear
rp+r+k	- Bear Hug
f,f+l+p+r+k	- Stone Head
f,d,f,d,db,b,f+l+p+r+p	- Circus Roll
(ss right) lp+l+k	- Big Bear Drop
(ss left) lp+l+k	- Pounding Rag Doll Toss
(from behind) lp+l+k	- Biting Rag Doll Toss
Hammer Rush -> Low Attack	
uf+l+k+r+k	- Pancake Press
F	- Roll Forward
D	- Roll Backward
lp,rp,lp,lp	- Sitting Claw Attack

lk+rk - Sit Down
F - Roll Forward
D - Roll Backward
lp, rp, lp, rp - Sitting Claw Attack
f, f+lk - Lunging Side Kick
b, f+rp+lk - Salmon Hunter
b, b+rp+lk+rk - Bear Fart
(Unblockable)
B+lp+rp - Claw Slash
(Unblockable)
B+lp+rp, f, df, d, db, b, ub, u, UF - Rolling Bear
lp, lp - Bear Hammer
F+lp~lp~lp - Treble Clef Cannon
f, f+lp+rp - Cross Cut Saw
lp+rp, lp+rp - Double Hammer Strike
(WS)lp+rp, lp+rp - Reverse

Double Hammer Strike
(while down) D+lp+rp
- Springing Hammer
D.df+lp,rp,lp,rp
- Windmill Punches
D.df+lp,rp,lp,lp
- Windmill
Punches -> Bear Slash
- Double Elbow
-> Uppercut (Juggles)
(WS)lp,rp
- Uppercut ->
Claw Strike
b,db,d,df+rp
- Megaton
Punch
f,f+rp
- Demon Godfist
df+lp,rp,lp,rp
- Uppercut Rush
df+rp,lp,rp,f+lp
- Uppercut
Rush -> High Attack
df+rp,lp,rp,df+lp
- Uppercut
Rush -> Mid Attack
df+rp,lp,rp,d+lp
- Uppercut
Rush -> Low Attack
D,df+rp,f+lp
- Uppercut ->
High Attack
D,df+rp,df+lp
- Uppercut ->
Mid Attack

D,df+rp,d+lp	- Uppercut -> Low Attack
D,lp,lp,lp,rp,f+lp	- Low Bear Hammer Rush -> High Attack
D,lp,lp,lp,rp,df+lp	- Low Bear Hammer Rush -> Mid Attack
D,lp,lp,lp,rp,d+lp	- Low Bear

JULIA CHANG

rp+lk+rk - Taunt

lp+lk - Sideways Body Drop

rp+rk - Fisherman's Suplex

df+lp+rp - Full Nelson Suplex

d.db+lp+lk - Front Suplex

d.db,b.f+rp - Triple Strike Grapple

d.db,d.db+lp+rp - Cyclone Suplex

(ss right)lp+lk - Modified 69 Slam

(from behind)lp+lk - Spinning Air Neckbreaker

db+lp+lk - Low Combo Break

db+rp+rk - Low Combo Break

lp-lp-lp - Treble Clef Cannon

B+rp - Punch -> Spin

Behind

D.df+lp,rp - Dashing Punch ->

Elbow Rush

f,f+lp+rp - Dashing Punch ->

Elbow Rush

f,f+rp - Elbow

F+lp-rp - Palm Strike

lp+rp - Twin Arrows

rk,rk,rk - Triple Kick Combo

Cannon Lift (only if Lead-In connects)

df+rp,lk - Lead-In Punch ->

Low Kick

df+rp,rk - Lead-In Punch ->

High Kick

d+rk,N.rk - Front Sweep ->

High Kick

d+rk,D+rk - Front Sweep ->

Fan Kick

d+rk,lk - Front Sweep ->

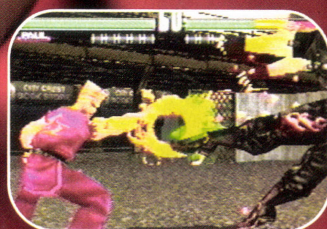
Cannon Blast

rp~lk,lp	- Anchors Away
d+rp,lk,lp	- Anchors Away
UF+lk+rk	- Earthquake Stomp
f+lp+rk	- Heaven's Cannon
(Unblockable)	
lk+rk	- Spinning Axis Shift
rk,rk,rk	- Triple Kick Combo
rk,rk,D+rk	- High Kick -> Low
Kick -> Low Kick	
rk,rk,lp	- High Kick -> Low
Kick -> Uppercut	
df+lk	- Face Kick
(WS)rk	- Skyscraper Kick
(WS)rp	- Cannon Blast
lk~rp	- Cannon Blast
db+lk	- Low Sweep
D,df+rk,lk	- Full Sweep -> Bow
Leg	
lp+rk,lk	- Downward Strike ->
Full Sweep -> Bow Leg	
lp,lp,rk,lk	- Catapult -> Full
Sweep -> Bow Leg	
df+rp,lp	- Lead-In Punch ->
rp,lp,lp,rk,lk,lk,lk,rk,rk,lp	- Tenstring -
HHMHHLHHHLM	
rp,lp,lp,rk,lk,lp,rk,lp,lp	- Tenstring -
HHMHHLH????	
rp,lp,lp,rk,lk,lp,rk,lk	- Tenstring -
HHMHHLH????	

GUN JACK

lp+lk - Throw
rp+rk - Lift and Toss
b,db,d,DF+rp - Megaton
Punch
lp+rp,lp+rp - Double
Hammer Strike
(WS)lp+rp,lp+rp - Reverse
Double Hammer Strike
f,f+lp+rp - Cross Cut Saw
lp+rp - Low Cross Cut
Saw
df+rp - Megaton
Punch
D,lp+rp - Low Cross Cut
Saw
d+lp+rp - Reverse
Mega Hammer Strike
D,df+lp,rp,lp,lp - Windmill
Punches -> Left Power Swipe
df+lp,rp,lp,lp - Uppercut

Rush
df+rp+lk - Downward
Palm Strike
d+rk - Earthquake
Kick
db+lp,lp,lp,lp,lp,lp - Machine Gun
Punches -> Megaton Punch
db+lk,rk,lk,rk,lk,rk - Cossack
Kicks
lk+rk - Liftoff Thrust
lk+rk - Second Thrust
lk+rk - Third Thrust
f+rk-lp - Dark Greeting
(Unblockable)
d+rp,lp,lp,lp,lp,lp,lp,lp,lp+rp,lp+rp
- Tenstring - LLLMMHHHHMMH
d+rp,lp,lp,lp,lp,lp,lp,lp,lp+rp,lp
+rp - Tenstring - LLLMMHHHHHHL



These moves reflect info from several excellent FAQ authors and readers including Chris Nicoletta, Catlord, Robert Slikatel Brassfield, Ben "Tragic" Brassfield, Pat Dolan and, of course, Surfbad who still has the most complete Tekken 3 reference FAQ.

The House of the Dead

system
publisher
developer



Sega
Sega

strategy talk

This is the newest shooter from Sega. It is done in the Virtua Cop style but is 100 times more gory. You can shoot limbs off an opponent and explode heads like watermelons getting hit with a sledgehammer. This is a very cool game. There are plenty of hidden paths and power-ups. Plus, you may get an extra life if you save enough hostages. The Bosses are hard and sometimes cheap, so expect to keep poppin' in the quarters in the game.

—Dave "Aw, Damnit" Ruchala



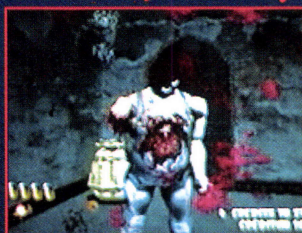
strat-stats

time to complete: **2 hours**
challenge: **moderate**
gore factor: **huge**
shots fired: **too many**
Arcade Editor: **dead and married**

THE HOUSE OF THE DEAD

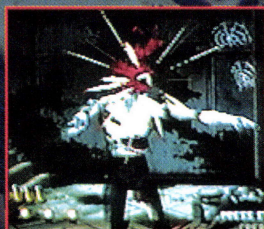


Marksman'ship Is The Key



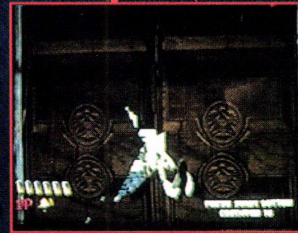
Shootin' zombies in the body will take about six shots to kill 'em.

The easiest way to kill a zombie is to shoot it in the head. This action can take up to two shots, but it is quicker than the six shots to the body. But pounding away at the body is a lot more gruesome and cool.



A head shot only takes one to two bullets to kill a zombie.

Which Way To Go?

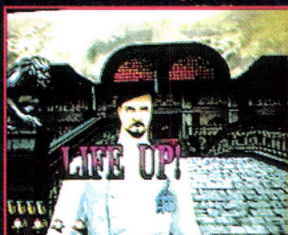


There are multiple paths to The House of the Dead. You can choose between them by shooting doors, floors and arrows



that will pop up on screen. Doors, barrels and boxes may also contain hostages, power-ups and maybe more enemies. So be careful as to what you are shooting at or you might get a nasty surprise.

Save The Hostages



If you save the hostages from being killed, they may give you a power-up or an extra life. The more hostages you save the more good stuff you get at the end.



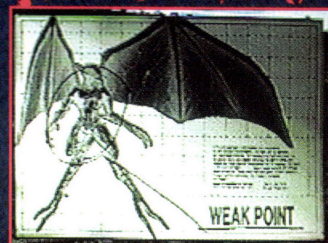
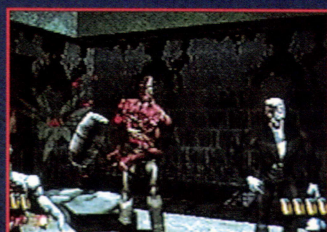
First Chapter: Tragedy



The main Boss is not super hard. All you need to do to beat him is to shoot at his chest right where the heart would be. It isn't hard to miss since there is a round, green circle there. Watch out when he crouches, he is going to spring at you in a moment.



Second Chapter: Revenge

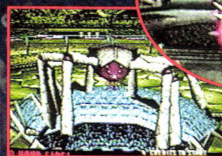
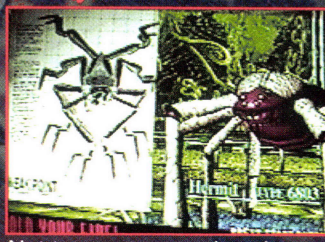


Level Two is not very difficult, but you are going to run into some areas that have a bunch of tightly packed bad guys. The main Boss is hard because it is flying, which makes your shots more difficult. Fortunately, his entire torso is his weak point.



This Boss' weak point is its entire chest.

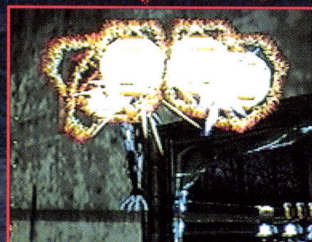
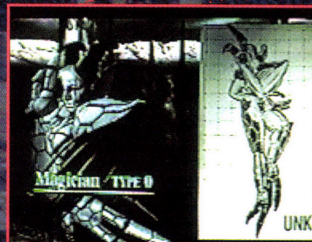
Third Chapter: Truth



Not too many surprises here.

The main Boss is a bit difficult. His weakness is his head, and fortunately, it faces you most of the time. Watch out for those rushing attacks. They can really do some damage.

Fourth Chapter: House of the Dead



In the final level, you are going to fight all of the Bosses from the past three levels. They are just as bad as before, so expect to toss a bunch of quarters in the machine. The final Boss has no weak points, but if you keep on him, don't stop shooting and you very well might survive to see the ending.



system
publisher
developer

Capcom
Capcom

arcade

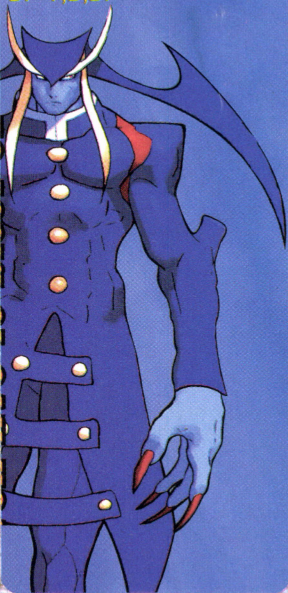
strategy talk

Third installment, four new characters. While each of the older characters seemed to have gotten some touch-ups, the newer characters easily steal the show. We look forward to learning more about this new arcade title.

—Jason "Way Too Much Effort" Streetz

Key to the Moves:

QCF, QCB = Quarter circle forward, back
HCF, HCB = Half circle forward, back
DP=F,D,DF



strat-stats

of characters: 15
personal favorite: Lilith
best new character: Q-bee
competes with SPIII? easily
bowling average: low 50s (sad, eh?)

DARKSTALKERS

JEDAII'S DAMINATION



Sasquatch

This cuddle monster is slower but does a lot of damage with his multihit moves.

Custom combos! Fresh from SF Alpha (with a time meter), they are in this game, and each character has a different style, like shadows, double image, little friends joining the fight or this surf board example.

Special Moves

Big Snow: QCF + P; DP + P

Big Towers: D, D + P

Big Swing: 360 + K

Guard Reversal: Big Typhoon DP + K

Super Moves HCF + 2P or 2K: 720 + 2K

Bishamon

He relies a lot on his special techniques and almost complicated timing to be effective.

Special Moves

Sword Toss: HCF + P (air)

Storm Wind: QCF + P

B, F + P or K

Guard Reversal: Bushido Crush: DP + P

Super Moves: HCB + 2P or HCF + 2K

Special Moves

Screw Jet: B, F + P;

Poison Breath B, F + K

Jump, U, D + K

Guard Reversal: Trick Fish B, B, K

Super Moves DP + 2K or 2P

QCF + 2P; HCF + 2P

He's a balanced character with good defensive and offensive skills.

Rikuo

Felicia

Weak on special moves but her speed and chain combos make her one of the toughest.

Special Moves

Rolling Buckler: QCF + P

Delta Kick: DP + P

D,D + 2K

Reversal: Rolling Flash: DP + K

Super Moves

HCF + 3P; HCF + 3K; DP + 3P



J. Talbain

His ability to toggle and redirect his special makes him an aggressive player.

Special Moves

Wolf Fangen: B,F + P; D,F + P

Jump, U,D + D, Climb Laser: U + K

Guard Reversal: Diagonal Rush: DP + P

Super Moves

HCF + 2P

HCF + 2K

Special Moves

Flash: QCF + P (air)

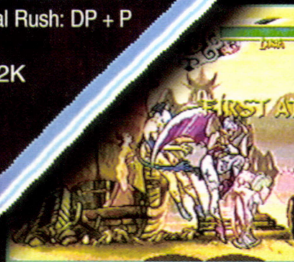
Bat Spin: QCB + K; D,U

Reversal: Uppercut DP + P

Super Moves

HCF+2P (lvl 2)

: Jab,Jab,F,Short, Fierce (air)



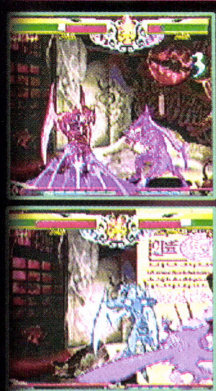
Lileth

Not quite as powerful as her sister, but Lileth is still played like Ken/Ryu.



He's a tough character to master Spinning projectile and slash moves. Definitely takes a bit more time to develop.

Jedah



Special Moves

Scythe Throw: QCF + P (Air)

QCB + Punch; HCB + K; B,F,B+K

Reversal: DP + P

Super Moves

HCF + 2K

D,D + 2P

Special Moves

Chin Basher: B,F + P

Gyro Crush: QCB + P; D,F + P

Electric Grab: QCF + K

Guard Reversal: DP + K

Super Moves: D,U + 2P

Very limited in the special and super departments but he remains the heavy for damaging "Zangief."

Victor



Special Moves

Death Hurricane: QCB + K(air)

Hell Sting: D,U + K (air)

Hells Gate: HCF + K

Reversal: DP + K

Super Moves: QCB + 2K(air); DP + 2P

This crazy freak is back and is just as deadly. With tons of special and range moves, he is great offensively.

L. Raptor

Demitri

It just wouldn't be Capcom without a Ryu/Ken character. An all-around balanced guy.

Special Moves

Chaos Flare: QCF + P (air)

Bat Spin: QCB + K (air)

Reversal: Demon Cradle: DP + P

Super Moves

DP + 2P

DP+2K



Anakaris

His slow movements and long-range attacks take a while to get used to.

Special Moves

Royal Judgment: Jump, QCF + P

Echo Back Spit: QCF + K

Cobra Blow: B,F + P; DP + P

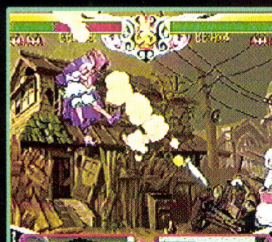
D,D + P,K; QCB + K (air)

Super Moves

Portal of Doom: Forward, Jab, D, Short, Strong

HCF + 2K

HCF + 2P



Special Moves

Rocket: B,F + P or K

D,U + Kor P

QCB + P

Reversal: DP + P

Super Moves

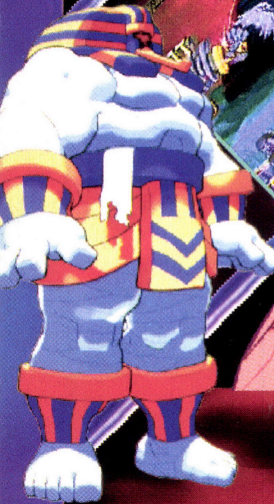
HCF + 2P or 2K

HCB + 2K



B.B. Hood

This cute character plays like Guile with a lot of charging and defensive moves.



Some of her specials and supers are tough to use effectively, but she is rather quick.

Q-Bee



Special Moves

HCF + P (air) QCB + K (air)

Lightning Kick: Tap K

Reversal: DP + K

Super Moves: Wasp Trap: DP + 2P (air)

Killer Wasps: HCF + 2K (air)

Egg Hatch: HCF + 2P

Special Moves

Item Throw: QCF + P

Gang Shield: QCB + P (air)

Guard Reversal: DP + K (air)

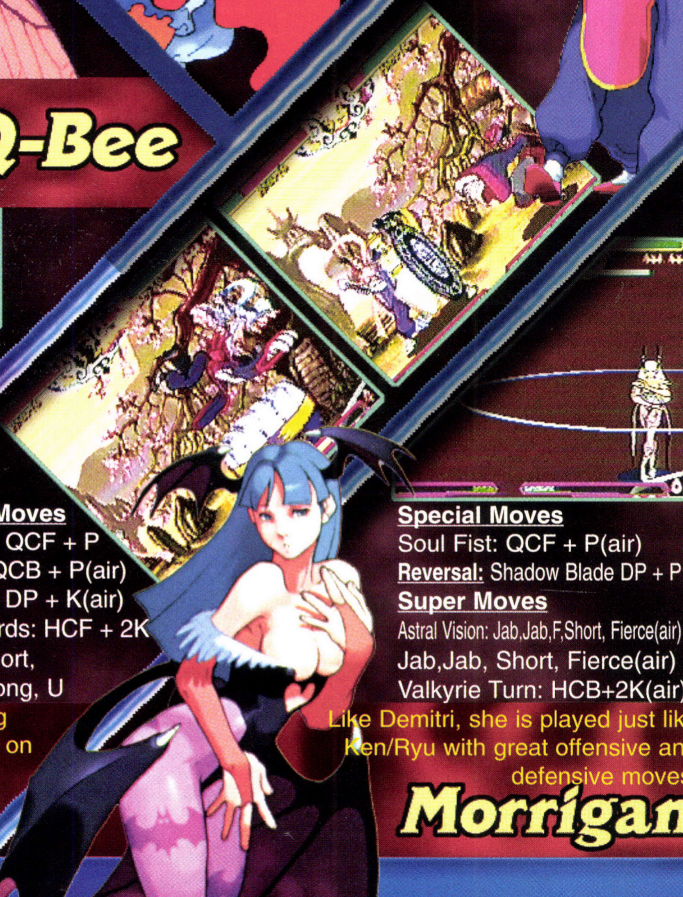
Super Moves: Swords: HCF + 2K

Death From Above: Short,

Roundhouse, Strong, Strong, U

Her projectile and countering abilities give her an extra edge on the defensive side.

Hsien-Ko



Special Moves

Soul Fist: QCF + P (air)

Reversal: Shadow Blade DP + P

Super Moves

Astral Vision: Jab, Jab, F, Short, Fierce (air)

Jab, Jab, Short, Fierce (air)

Valkyrie Turn: HCB + 2K (air)

Like Demitri, she is played just like Ken/Ryu with great offensive and defensive moves.

Morrigan

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'RAYSTORM' This arcade style, shooter game takes place in three dimensions. Your ship has two different weapons, a forward facing cannon and a locking laser. Attacks are illustrated in great detail, complete with building toppling explosions and appropriate sound effects.

Working Design

Release Date: 07/97 PSX \$56

'NBA HANG TIME' Soar through the air and slam on home against the big boys. Rock with special moves, burning hoops and high double dunks. All 29 NBA teams are represented.

Midway

Release Date: NOW PSX \$52 N64 \$76

'WING COMMANDER IV' Fighting for survival is a hard habit to break. Now that the bloody battle between the Kilrathi and Terrans has concluded, civil wars and unrest break out on the home front. Col. Blair is recalled to help the Terran Government and it won't be easy.

Electronic Arts

Release Date: NOW PSX \$46

'MARVEL SUPER HEROES: WAR OF THE GEMS'

Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe!

Capcom

Release Date: NOW SNES \$54 SAT \$52 PSX \$52

'THE LOST WORLD: JURASSIC PARK' Take on the role of a compognathus, velociraptor, t-rex, or a couple of humans, as you make your way through 24 different environment and battle the carnivorous inhabitants of The Lost World.

Release Date: 07/97 SAT \$54

'COMMAND & CONQUER' Welcome to a new world where the art of electronic intelligence and covert surveillance reigns supreme. Where guerrilla strategies and savage combat are the norm. Build bases, muster forces and dominate your enemies.

Virgin

Release Date: NOW PSX \$46 SAT \$52

'STAR TREK FLEET ACADEMY' Before Captain Kirk, Commander Chekov and Captain Sulu were legends, they were cadets at the most celebrated school in the universe, the Star Fleet Academy. Test your ingenuity, leadership and courage and determine if you have what it takes to graduate 1st in your class.

Interplay

Release Date: NOW PC CD \$55

'ALBERT ODYSSEY' Legend of Eldean, Masquerade of the Impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to play it through.

Working Designs

Release Date: NOW SAT \$52

'BATTLETECH' Where the United Star League once reigned, 5 successor states now battle for control fighting over water, machines & spare parts factories. Control of these elements will lead to final victory and the domination of space.

FASA

Release Date: NOW BG \$19

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.

Wizards of the Coast

Release Date: NOW CG \$7

'VAMPIRE: THE DARK AGES' takes you to the nights before the Camarilla, when kin truly had a reason to be afraid of the dark. The Kindred of this bygone age ride the dark as lords, play their games with the crowned heads of Europe and travel to the mysterious lands of the east.

White Wolf Games

Release Date: NOW RPG \$24

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THE FUTURE OF GAMING

In the long run, who will be the victor: PC or console? Personally, the key is the multiplayer aspect. A game does not grow old as fast if you can rekindle the interest by getting a new challenge from a real person. So far, PC is the clear winner with the surge of popularity and availability of online gaming. Although there are some modifications for the consoles, unless this aspect is addressed and fully utilized, they could fall behind.

THE EMERGENCE OF THE ELECTRONIC GAMER

In the past, it seemed that there was some unwritten taboo about console gamers playing on PCs and vice-versa. However, times are changing. The difference between console and PC gamers is becoming blurred and lost to a more general classification. The stereotypes are slowly fading and a new classification is emerging—that of the electronic gamer.

In the sea of console games, there have been few successful ports to PC (until very recently), and the converse is equally true. This lack of reliable porting and older stereotypes have made the average gamer stick to a system and/or style of gaming. For better or for worse, this holds a monopoly on the game and forces the hardcore gamer to try it on the system it was designed for. However, with the new CD console systems and an increase in its corresponding age group, the line is starting to blur. Many games will still conform to the older standard and change from PC to

console, like MechWarrior 2. However, the trend is more common for games to be very similar, and in fact, released simultaneously on all platforms, like Tomb Raider. Due to the easy and cost-effective factors, an increasing number of titles are being ported better or planned initially for multiplatform release. It's because of these factors that the boundaries and biases of different gamers are put into a broader classification.

In response to this new stereotype, *EGM* will continue its support and strategy of all games and will start to cater to multiplatform gamers as well. We are going to begin to include strategies on computer games coming out for multiple systems, details on how games play differently between systems and pointing out exclusives between them. Let us know what you think of the impending trend and the multiplatform coverage.

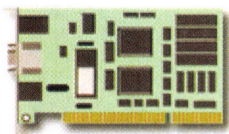
—Scott Augustyn & Howard Grossman

PC VS. CONSOLE: THE DECIDING FACTORS

Many different issues are considered when deciding what game, system or platform you will play on. For some, these factors will lead to a new favoritism of PC over console or vice-versa, while other hardcore gamers will demand both to meet their evolving needs.



MONEY...is always a chief concern. The average price of a PC game is \$49-59, while the price for a console game can go from \$49-89. The price for a PC, though, can soar to as much as \$2,000 or \$3,000, while a console can go for about \$150. The value of a computer goes beyond playing games, though, while a console is usually a single-use system. The length of the games is also a money issue, when it means a greater level of enjoyment and a better value.



HARDWARE...is another big issue. The hardware in a console system is all set for you—no extra expense, no extra installation, but no upgrades. For a PC, it is very different. You can improve performance and graphics to staggering levels, but you will pay for it. This gives many opportunities because there are several add-ons for a PC to heighten the enjoyment. However, they vary in price and may not be necessary to run a game. In a time where polygons are king, you can get higher and faster performance but higher will always mean more money.



SOFTWARE...Games are the force behind this whole matter. If both sides are maxed-out hardware wise, there is a heavy lean toward the PC side of games (in pure number and variety). There are simply more genres available for PC than for console. One key aspect of a game is whether to beat it or simply complete it and how each system handles that. Some games are done better on console, like fighters, but some games like Warcraft and Duke Nukem may not be ported straight and, therefore, tempt you toward the PC with its vast Internet multiplayer modes. Each game has a certain time of completion but human opponents can add new life.

PROS AND CONS

COMPUTER

PROS

Average price for a game is lower.

The graphics are generally better.

Multiplayer and online abilities add much more replay.

CONS

High initial cost.

Computer literacy is usually necessary.

Ability to use the keyboard effectively.

CONSOLE

PROS

Lower initial cost.
Generally a quicker access time.

Certain genres are done better on consoles.

The ability to just jump into a game.

CONS

Single function.

Higher cost for games.

Inability to upgrade the system.

COMPUTER X OVER CONSOLE

THE DIFFERENCE BETWEEN THE VERSION OF GAMES

- Here are a few cases of what can happen with PC ports:
- The game can be ported over almost exactly.
 - The genre can be altered to entertain the crowd that is expected.
 - The game changes drastically in gameplay graphics or control.



POINT 1



TOMB RAIDER

The only real difference in this simultaneous release is the graphics. On a low-end PC, it is rather slow. However, if you have a souped-up PC with a graphics card, the textures and polygons vastly improve even over the PlayStation version. Of course, we're talking money for a good PC to run it in order to see the difference, but is it worth it to gamers?



MECHWARRIOR 2

One of the obvious changes is the addition of power-ups in the console version. This takes away a bit of the challenge in the game. The control isn't as extravagant as the PC flight sticks, but

it can be a little easier to use than the keyboard. Overall, the addition of the power-ups and less 'Mech management make it more of a shooter on consoles.



POINT 2



WARCRAFT 2

Initially (from the early release), this all-time computer hit appears to have a pretty dramatic change in the gameplay. The PC mouse and menu system is offset by a controller that is a little bit clumsy and slower to enable your reactions in realtime. Some additional Building Options were left to offset the difficulties in the control, but did it really need to change?



Gamers Need to be in CONTROL



Controllers are the mainstream for the consoles. They give you a limited amount of buttons but are designed very well and are implemented to handle almost all genres.



The keyboard is the standard for PCs. This offers a measure of customization that was not available on the controller along with the freedom of the mouse. However, alone or together, the ergonomics are more cumbersome than a controller.



The Gravis Pad, flight sticks and other peripherals really aid the PC in gameplay. With the Gravis, a more console feel is provided, while the flight sticks and other peripherals give the PC gamer a somewhat more "realistic" sense of control.

Just to give you an idea of what has already been ported or is on the way to being ported to consoles, here is a small list:

Tomb Raider: Eidos (Simult.)
 Die Hard Trilogy: Fox Interactive (Console)
 Need for Speed 2: EA (Simult.)
 Discworld 2: Psygnosis (PC)
 WipeOut XL: Psygnosis (Console)
 Civilization: (PC)
 Perfect Weapon: ASC (Console)
 Crusade: No Remorse: (PC)
 MechWarrior 2: Activision (PC)
 Command & Conquer: Westwood Studios (PC)
 Warhammer: Shadow of the Horned Rat: Mindscape (PC)
 Wing Commander III and IV: Origin (PC)
 SimCity: Maxis (PC)
 Quake: ID (PC)
 Duke Nukem 3D: 3D Realms (PC)

Tigershark: (Simult.)
 X-Com: UFO Defense: Microprose (PC)
 Dune 2: Virgin (PC)
 Baku Baku: Sega (Console)
 Doom: ID (PC)
 Mortal Kombat 3: Acclaim (Console)
 Virtua Squad: Sega (Console)
 Independence Day: Fox Interactive (Simult.)
 Myst: (PC)
 Blast Chamber: (Console)
 Return Fire: EA (Console)
 Magic Carpet: Bullfrog (PC)
 Dragons Lair: Readysoft (Console)
 Cyberia: (PC)
 Megaman X: Capcom (Console)

(-): Denotes which system it came out for first

Console: Home Systems, PC: Computer, Simult.: Simultaneous Release

CHECK THE NEXT TWO PAGES FOR STRATEGY ON THE LATEST CROSS OVER HIT, MDK!!

MDK



system **Multisystem**
 publisher **Playmates**
 developer **Neversoft**

strategy talk

MDK is ready to smash onto the PS and the PC. The PC version is out now and is definitely a game to pick up if you are a fan of the Doom-type game.

The one drawback that the game has is that it is short. Right when you are getting into it, the game ends. The game has only six levels, and if you are a hardcore gamer, you will fly through these in about a day. The average gamer should get more game time into it though. The puzzles are a bit tricky, but they run room to room.

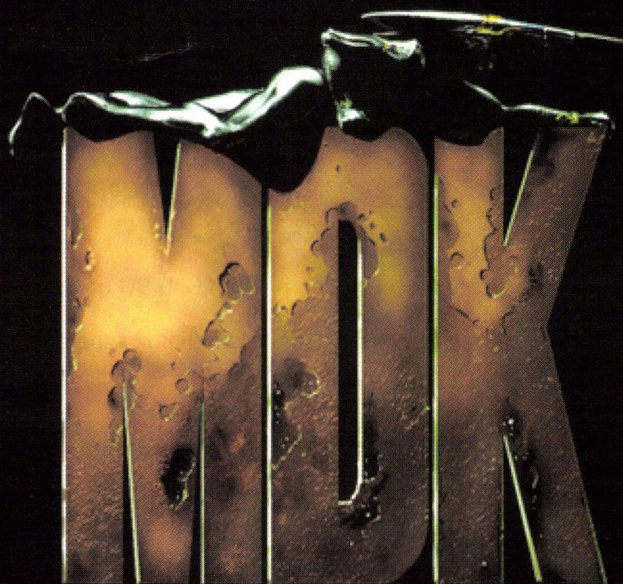
With that one minus comes a great deal of pluses. The graphics are intense and the action is in-your-face. You are placed into several situations that really show off the 3-D aspect of this game. Everything from surfing, to riding a cannon is attempted and done pretty well.

All in all, it is a wild game, with only a crutch on the time that you play it.

—Scott "Just Do It"
 Augustyn

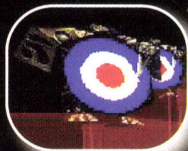
strat-stats

time to complete: **10 hours**
 challenge: **moderate**
 PC better? **yes and no**
 also see: **Duke Nukem 3D, Doom, Quake, Shadow Warrior**



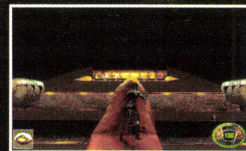
WORLD 1

The first world is a breeze. Follow the guidelines that the game gives you and learn your moves quickly. The Sniper Mode is good, but not too useful in this area.



WORLD 2

This world will challenge you. There will be several areas where you will be taking cheap hits. Watch your health! There are a couple areas where you need to glide as well. Use your speed adjust to jet to the side that you are trying to get to. The reflective arena is the toughest but is also close to the end.

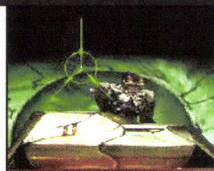


BEAT THE BOSSES

The following section will give individual strategies on how to beat each world's Boss.

WORLD 1

Zoom in on the tower where this guy is. Fire off whatever you have. Sniper grenades are preferred. Watch out for troops coming in behind you. Also grab the apples at the base for a couple health points when needed.



WORLD 2

This little guy will cause you a lot of trouble, if you don't catch him and continuously at shoot him. Don't let him hit the buttons or you will be facing a bunch of grunts coming at you.



WORLD 3

Use Sniper Grenades to destroy the red bolts and send this guy flying. You can use normal rounds, but it's harder.



TACTICS & MOVES

SNIPER MODE

This can be as much of a problem as it is an asset.



Although this does give the option of a one-hit kill with grunts, it does leave you pretty vulnerable. You can still strafe in this mode but you cannot move in any other way.

THE PARACHUTE

This thing will save your butt in many instances.

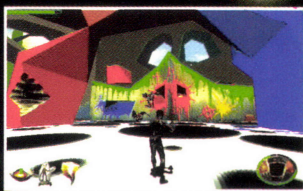


Its main function is to glide you to safety. When being attacked by grunts, jump up and keep yourself in the air a little longer with the chute. You can dodge a lot of shots and confuse their aim for a little while.

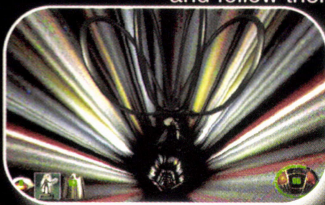
WORLD 3



The dummy doll will save your life more than once. Use it when you need time to escape or take out some seriously dangerous guys.



In this twisted playroom, head for the red openings. Jump up and follow them to the top.

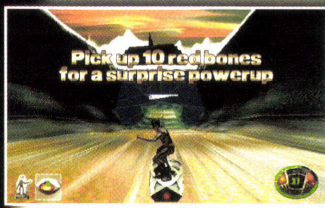


WORLD 4



Surf's up guys. Look for the overhead tunnels.

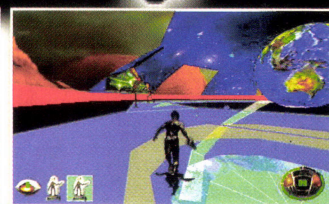
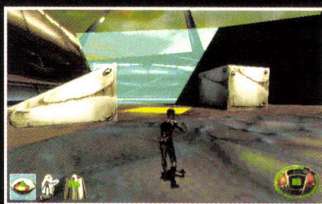
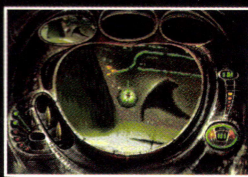
This world gives you another taste of the bombing run. It also lets you try a little surfing. The board isn't hard to control and you can pick up some special power-ups as well.



WORLD 5



This level will teach you a little more patience, especially with the pressure plate puzzle. You have to leave the forklift alive long enough to go over the panel that lets you run through.



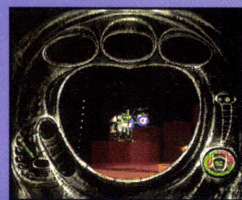
WORLD 6



The last level. This level will be battering you from the start so you will be weak for the final showdown. Move quick and fire fast to make it through here.

XOVER

The PlayStation version of MDK is pretty much the same as the PC. The only real difference lies in the ease of control and a slight graphics change. It still looks hot!



The PS owner should receive the intense experience as the PC player.

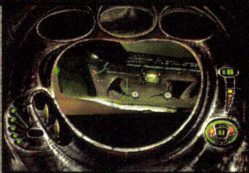
WORLD 4



The key to beating this baddy in the floating chair is to lob grenades in the upward flow. Watch out for the balls that will be coming at you. Dodge, then toss some grenades, then dodge.

WORLD 5

The hardest part here is being fast with your sniper action. If you get hit a couple of times, back off and check the lower track for power-ups. You may find a health down there. Once you beat the ship, you are on to the next challenge.



WORLD 6

To beat Gunta easily, you must get the snacks. Jump on the button to lower one down. Grab a snack and head for the arena. Throw the snack and grab the bomb. Use the upward vents to shoot up and glide over to the spot where you can toss the bomb. A couple more times and he will be as good as beat.



The Lost World



system
publisher
developer

Sega
Sega

Pinball

strategy talk

The movie of the summer could possibly be the hit of the pinball world as well. Just in case you encounter The Lost World at the local arcade, we've got the early scoop and some pointers to improve your game.

Be sure to take advantage of the multiple special moves of play (detailed here) in order to get the most for your tokens.

—Jason
"Altogether
WAY TOO
MUCH
Effort"
Streetz



strat-stats

saw the movie? **yes**
worth the money? **not really**
last-minute page? **absolutely**
LW high score: **2,999 points**
another JP sequel? **probably...**



Note to beginners:
To score better, shoot at the "Flashing Shots." Be sure to look up at the Dot Display for instructions when possible.

"Snagger": Captures and locks the pinball for multiball action.

Hit the single-memory drop target to light the hidden trails.

Aim for the "EGG" scoop to hatch the baby T-Rex.

SITE-B is a Timed Mode which flashes one "SITE-B" target. During this mode, the flippers rotate these lamps.

When time has almost expired, a standup target (in the Pop Bumper area) flashes "Add Time." Each hit of this target when flashing adds seconds to the timer. Shoot the flashing "SITE-B" target to score and advance the displayed value.

Multiball: Shoot the DROP TARGET to advance Dinosaurs to Light Locks. Shoot flashing Lock Shots to Lock Balls to start Multiball. **Multiball Smart Missile** advances Multiball: Press Launch Button when lit to fire **Smart Missile**. **Lost World:** Score LOST (left loop) and WORLD (right loop) to light SCOOP for LOST WORLD AWARD. **Top Lanes:** Complete J-P TOP LANES to increase Bonus Multiplier.



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Q-Zar



theme
game **Laser Tag
Q-Zar**

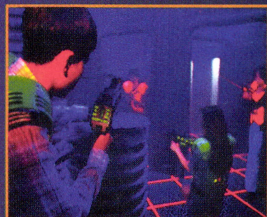
strategy talk

Q-Zar is one of the most popular and common Laser Tag systems around. You can find them worldwide from Japan to Israel.

The guns of Q-Zar have very wide beams, so hitting someone from a distance is pretty easy. The laser forms a cone as it is fired from the gun. Because of this, most players will try to close the distance.

You're never safe if you just stand around. Keep moving with your back to a wall preferably. In this game, you'll build up leg muscles pretty quickly as you duck, turn and crouch to get out of the way of shots.

If you're a beginning player, ask a good player how he/she plays or watch an experienced player in the arena.



—Andrew "Worship Me" Baran

strat-stats

years spent playing Q-Zar: **five**
average hit ratio: **98 percent**
favorite team: **ShadowLords**
best known for: **stormtrooper tactics and base runs**

Know the System

When you energize, you have shields (you can't be hit) for six seconds. Use this time to get into position. When you get tagged, your guns will speak to you. The down time is six seconds. The first three seconds are protected by shields. The second lets you get shot, but you yourself cannot shoot. However, you still have the Reaction Shot in case you get hit. Energize to get six second shields at any time.

Q-ZAR Basics

Q-Zar's a fast-paced game, and compared to most Laser Tags is more one-on-one than sniping. The reason is the Reaction Shot. When you get tagged, you have one second to fire back. If you hit your opponent, it essentially evens the score. The better players will intentionally get in close, so they can make sure of tagging their opponent.

In a normal game, players are given lives in sets of four. When your lives are used up, you have to re-energize for four more lives.

How to Cover...

Q-Zar rules no longer forbid the covering of targets, so most players have adopted a playing style where there are no sensors visible. The packs can be hit on the chest, back, the sides of the gun and down the barrel. It's interesting to see the pro-leaguers contorting themselves as they march through the arena.

One trick that some Q-Zars allow is double-strapping. To double-strap, you wrap the belt around the bottom part of your chest sensor. It protects you from shots bounced off the floor.

Q-ZAR



CINCINNATI STYLE

Developed in Cincinnati, this cover-up style is easy for beginning players. Place your back to a wall and your left arm over the front sensor. Hold the gun's barrel behind your head, then move it slightly to the front when you fire. You'll be really hard to hit. This style doesn't work well when you're moving, so keep back and snipe opponents.

Team Play

Most games of Q-Zar are team games, so you're going to have to work with your teammates if you're going to win.

Bonging is a common practice among the better players. When you get shot by a teammate while on warning, you'll be put back to normal. You lose points,



Arenas contain two sides, each with a base to protect.

but hey, you could make that up. Bonging is also useful when your teammate is shielded. Careful shots will bounce off your guy and hit your opponent. Since your player has shields, you won't lose points doing this.

Tricks of the Trade

Doubling (taking away two lives from a foe) can be done but it's tough. First, shoot your opponent. If he goes for a reaction shot, fire right as he does it. If timed correctly, he'll lose another life and can't shoot back.

You can cancel an opponent's shot in a similar fashion by firing right as he does, and shooting down his gun barrel.

GET THIS GUY!

1. Through a crack in a barrel. The laser wraps around it!
2. Bong a shot off of your teammate. He's set up.
3. Bounce a shot off the floor or wall near him.



You're on the Red Team, and you want to shoot the guy behind the barrels. How many ways can you see to get him?



COVER-UP

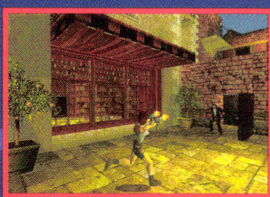
You gotta cover, if you want to win...

Covering your sensors, although cheap, can mean the difference between victory and defeat. Here's how to do it:
1. Place your back against a wall and your left arm along the side-sensor of your gun. Keep the barrel pointed up. Your right hand's thumb should be on the trigger. (Yes, it's upside down!)
2. Lift up with your right hand and pivot the gun forward. Shoot.

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Virtual Pets Multi'system

theme
types **Virtual Pet
Tamagotchi and
Giga Pet**

strategy talk

Virtual pets are all the rage. These little creature simulations that you have to take care of will teach you responsibility and compassion. Or, maybe just show you how fast you can kill one of these buggers. The devices look like little hand-held eggs on a keychain, and come in a variety of colors. Some colors of Tamagotchi (blue, for example) are rare.

Two brands have come out, Tamagotchi and Tiger's Giga Pets. Each use similar elements, but the way they are implemented is different. For example, it's good for a Giga Pet to eat a lot, while a Tamagotchi will turn sloth-like. Tiger's Giga Pets come in six forms, so you can purchase a dog, an alien or even a T-Rex. Each creature has its own challenges. A Tamagotchi will mutate according to the care you give it.

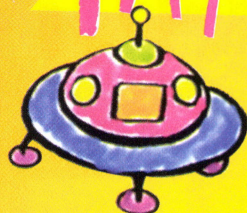
Here are a few tips to keep you and your pets on the road to happiness. Good luck!

—Andrew "Worship Me" Baran

strat-stats

Tamagotchi record time in office:
Chris Johnston 16 days
virtual pets at work:
36
fastest death:
1 day
the killer of pets:
Mike Vallas

TAMAGOTCHI



The Tamagotchi was originally created for the Japanese market, because pets are a rarity there. Bandai is constantly updating the software, colors and forms for the Tamagotchi. Your pet's actions mimic human responses more than an actual pet, and most of the caretaking lies in common sense. There are actually dozens of forms your Tamagotchi can change into, depending on how you treat it.

The secret lies in being proactive—that is, giving your pet what they want before they "cry." This will make your pet healthier, and put it on a set schedule.

You want to give your pet the perfect balance of meals, snacks, discipline and exercise. A meal will add an ounce to your pet,

and a snack will add two ounces. A snack will add more weight, but will not help your pet's hunger meter. It will add to the happiness of your pet, however, weight is the enemy of the Tamagotchi, as they will be more prone to sickness. Also, if you feed your pet too many snacks, it may wake up hyper in the middle of the night. You can't go short on discipline either. If your pet refuses to do what you want it to do (i.e., eat, sleep, take medicine), you must discipline it.

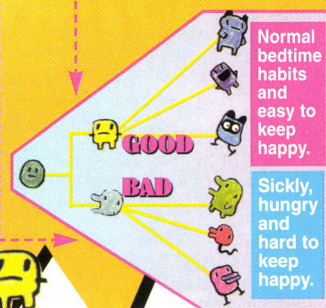
Exercise your pet constantly. Not only will it make your pet happy, it will keep it at its prime weight.

Normally, your pet has a predictable sleep pattern: It will wake around 8 a.m., and fall asleep around 9 p.m. This may sway a bit one way or the other, and it is possible you may want to change its patterns slightly. Obviously, you need to turn its light off at night, or it will be restless and ultimately change into a lower form. As it matures, your pet's needs change. As a baby, it poops and eats quite a bit.

As a toddler, it needs more exercise. As a "teenager," it needs more discipline and as an adult, it is harder for your pet to lose weight, therefore you need to exercise it when it's younger.

There are also special Tamagotchi toys that give you **special secret forms**. These are one out of 100, and even rarer one out of 1,000. However, just because you get a new color, doesn't mean it is one of these ultrarare Tamagotchis.

TAMAGOTCHI LIFE PATHS



BASICS:

The first thing to remember is that it is hard to do the wrong thing. If you choose something that is not good for your pet, it will refuse to do it. It won't eat when it's full, it won't play when it's hungry and it won't go to the doctor unless it really needs to.

TAKING CARE OF YOUR PET:

Check your Info Screens often to monitor your pet's health, happiness, hunger and discipline. When the alert goes off, an index below 20 needs immediate attention. Visual clues on screen can help you figure out the

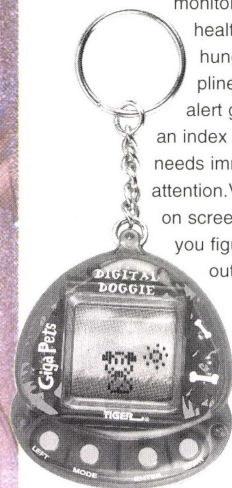
right action. If your pet has left behind dirty footprints (or worse!), it's time for a bath. If you see an unhappy face in the sky, discipline is called for. And if you see a skull, take your pet to the hospital. If you can't figure out what your pet needs, give it a treat. That might do the trick.

ORDER OF ACTION:

Happiness, hunger and discipline are the easiest to control. Start with DISCIPLINE and max it out. Then PLAY to make your pet happy. Finally FEED it until it's full and won't eat anymore.

SURVIVAL:

Health is the hardest index to control. The secret to a perfect HEALTH score is to keep it with you and take care of it on time. Be a good parent and you'll get a great score.



Giga Pets



ALIEN

Take your sickly alien to the hospital.



Make sure to bathe your filthy monkey in the tub.



T-REX

Teach your T-Rex to stomp on helpless cars!

DOG



Give your dog a bone to keep it happy.



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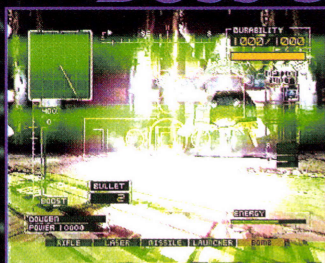
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Game Over

BRAHMA Force

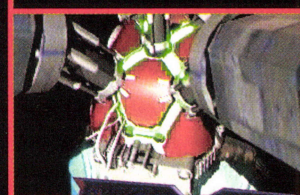
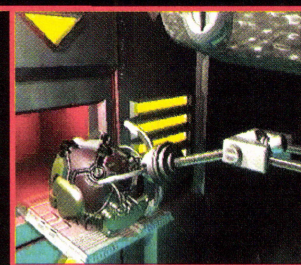
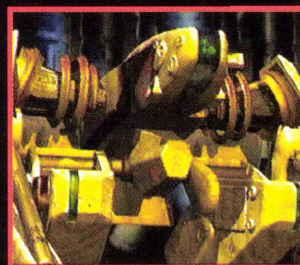
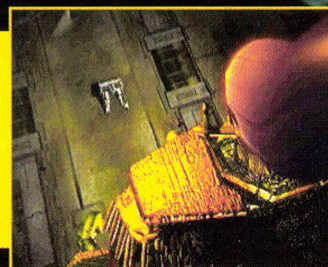
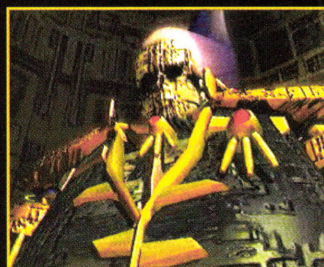
Boss Strategy



This last Boss takes a fairly long time to knock down. If you stick with the pattern, he will die. Just keep circling and blasting him while raising your shields when you see

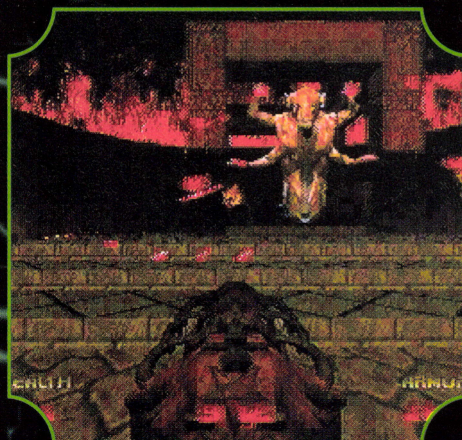


his missiles coming. If you have any Dougan bombs left, use them, but wait until he is closer to being dead. Don't let him get too close or he will hurt you—bad.

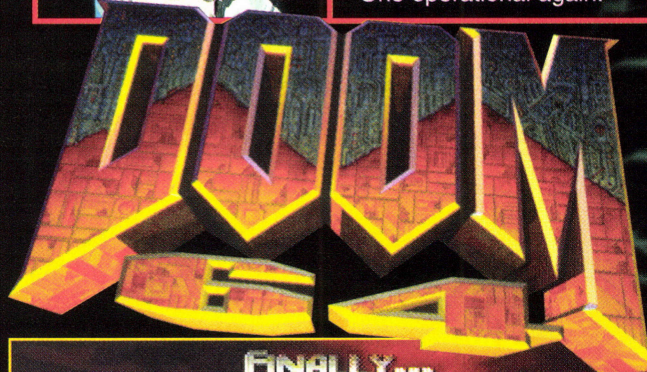


You are treated to a beautiful cinema and some closure to the story. Unfortunately, you gave your life to make Sorcerer One operational again.

Boss Strategy



The first thing you have to do is hit the three switches like the one in the upper-left picture. This stops the enemies from teleporting in. Just do a running circle around the last demon while firing your strongest weapon. It really isn't that tough.



**FINALLY...
THE MOTHER OF ALL DEMONS
IS DEAD!**

**THE BLOOD POURS FROM
YOUR EYES AS YOU STAND
IN DEFIANCE.**

**AS THE ONLY MARINE TO
ENDURE THE SLAUGHTER—
YOU DECIDE TO REMAIN
IN HELL AND ENSURE NO
DEMON EVER RISES AGAIN.**

That's it!? I just played through the whole game and that is all there is to the ending? We bet that's what

you're thinking right about now. Don't worry though, everybody else probably feels just as cheated as you.

Next Month

ELECTRONIC GAMING MONTHLY

August 1997

It's coming! E!, the biggest video game trade show in the world, is June 19-21 and *EGM* will be there in full force. If you thought our eight-page preshow feature was great in this issue (with dozens of never-before-seen game screens), you haven't seen anything yet! Look for



Our editors went behind the scenes at Psygnosis to get the latest story on their new top-secret games!



We broke the news on Star Wars in the July issue. Don't miss Part 2—the "making of" in August.

MAJOR coverage in our August issue. If the game or product is coming out in 1997 (or early 1998), you will see it in this issue. You name it—Street Fighter III, Tekken 3, Resident Evil 2,

FEATURE STORY

E3 SPECIAL ISSUE

This is it! The ONE issue this year that you DON'T want to miss! We will have dozens of pages telling and showing EVERYTHING! Every game, every peripheral and every bit of gossip—straight from the show floor.

Tomb Raider 2, Quake, Virtua Fighter 3, Street Fighter II Collection, Duke Nukem 3D, Sonic TT—we'll have it.

In addition to our special show coverage, we won't be leaving out all of the regular columns and features,

including a behind-the-scenes look at Psygnosis and a detailed "making of" the new Star Wars fighting game! You definitely won't want to miss our August issue!

EGM²

Tips, Tricks and Strategies from real gamers to real gamers

August 1997



FEATURE STORY

Look for the first real word on gameplay with a hands-on report of what's hot!



Konami leads the sports lineup with a pair of hot soccer games for the PlayStation and N64.

E!, the biggest gaming show of the year, took place in June and *EGM* was there. In the August issue, we will have the first hands-on approach to what games were at the show, such as Castlevania, Gex: Enter the Gecko, Zelda 64, Tomb Raider 2, Resident Evil 2 as well as a few surprises.

If a game is coming to the PC and the home consoles, then we will be blowing it out. This issue we highlighted the action-packed MDK, and in the August issue, we continue our crossover coverage with Duke Nukem, Syndicate Wars and Warcraft II. Find out the differences (if any) you can expect when the game goes from PC to home consoles (and vice-versa) as well as if one

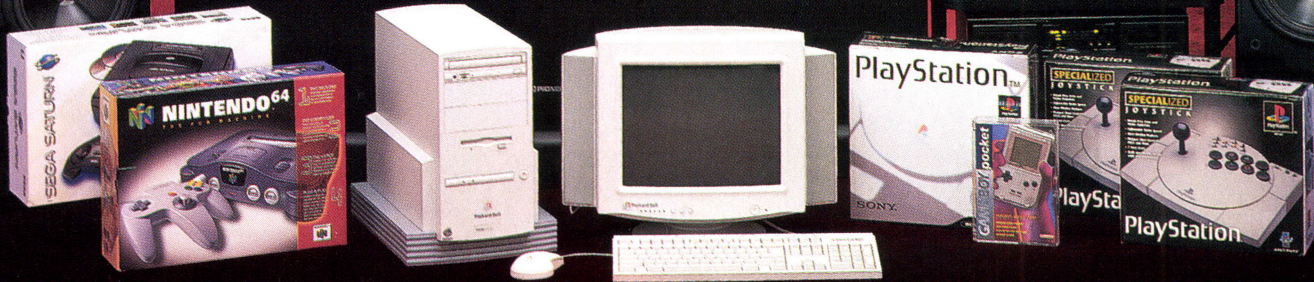


Warcraft II is just one of the PC-to-console crossovers we will be highlighting next issue.

version was better than the other.

EGM Sports is feverishly working on a huge soccer strategy blowout, topped by Konami's Goal Storm '97 and International Superstar Soccer 64. Other titles include NBA Hang Time for the PlayStation...etc.

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In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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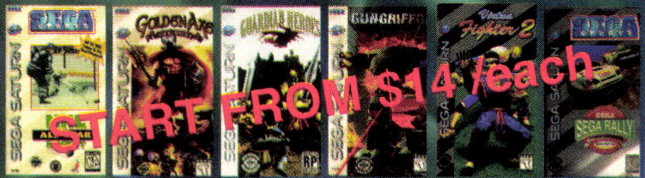
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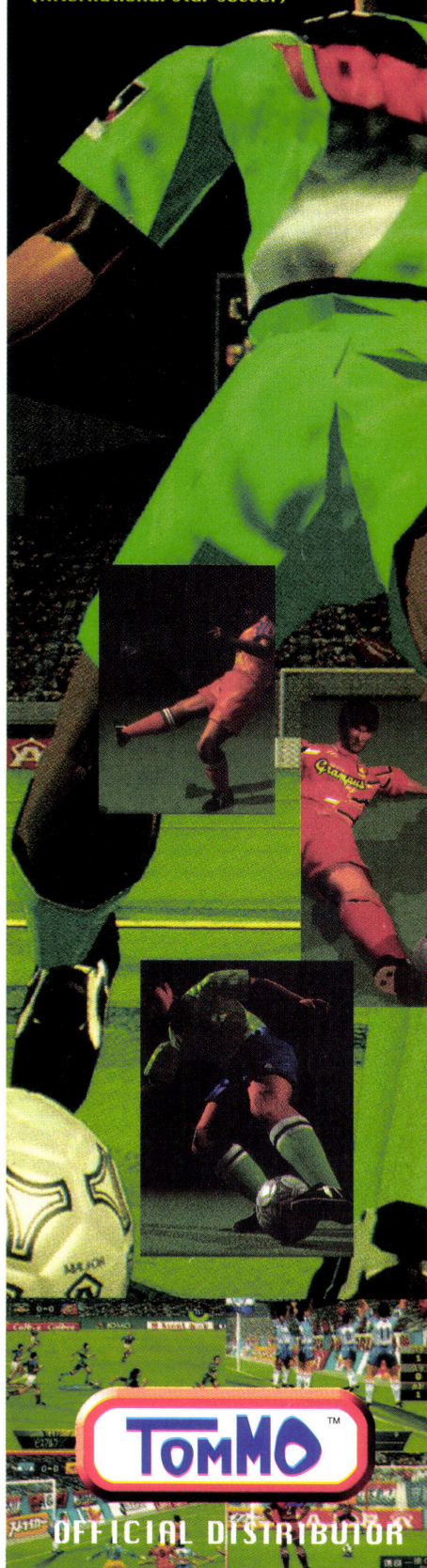


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